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PRIMA'S OFFICIAL STRATEGY GUIDE

Eric Mylonas

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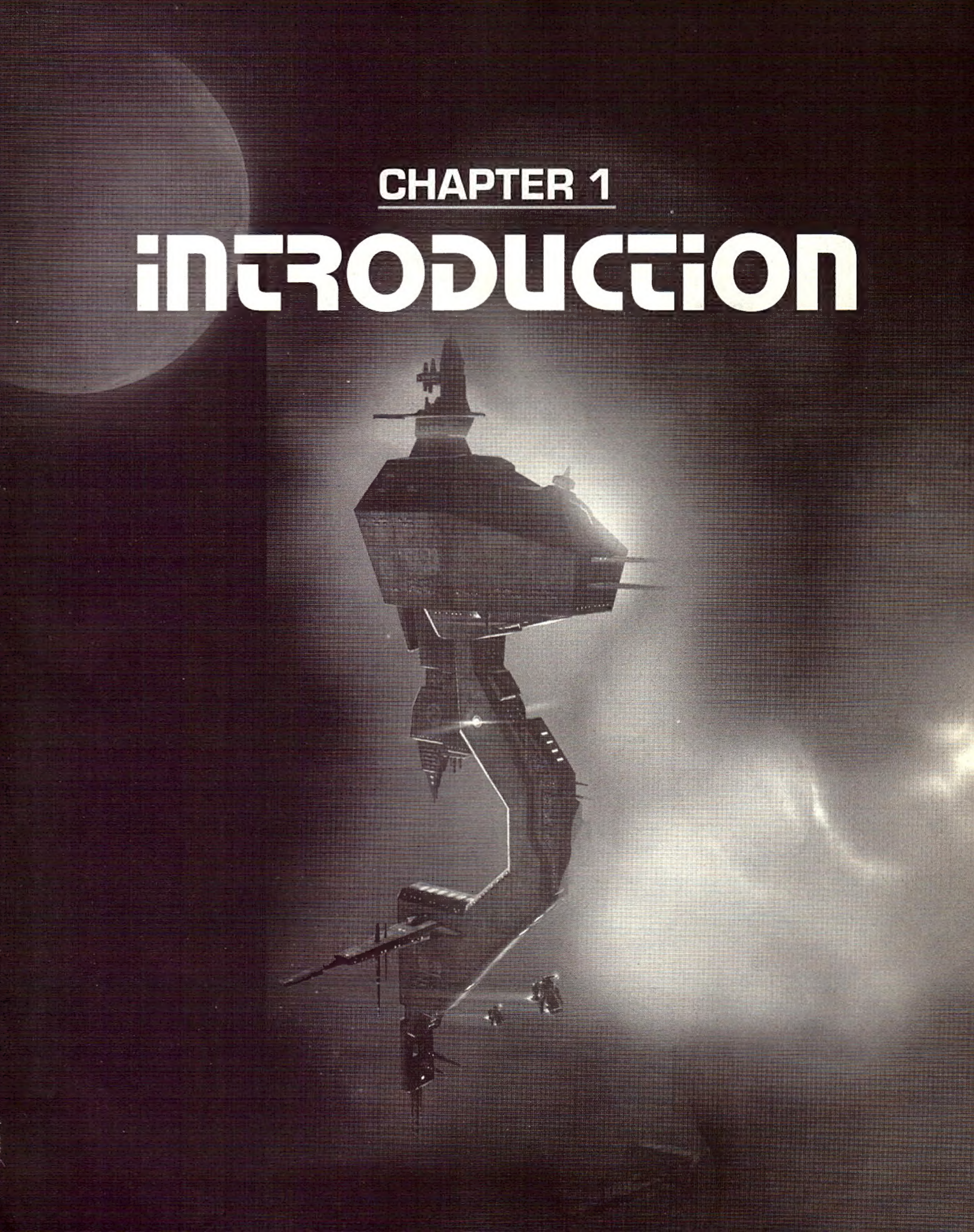
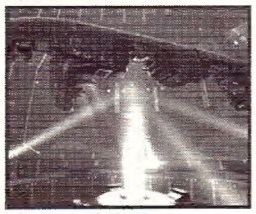
CHAPTER 1

INTRODUCTION



EVE Online: The Second Genesis



EVE is a world far away from mankind's original habitat, planet Earth. How far away it is and where it lies, no one knows. Humans arrived through a natural wormhole and, gazing upon a sky never before seen, were completely unable to determine the whereabouts of this new world. From the system of New Eden, where the gate of EVE that once led to the old world opened, humans explored and colonized in all directions at a great pace.

Then, suddenly, the EVE gate collapsed in an apocalyptic catastrophe on a scale never before witnessed by the human race, ruining the New Eden system in the process. Thousands of small colonies were left in isolation to fend for themselves. For millennia, they endured on the brink of extinction, and only a handful survived.

Of those surviving colonies, five rose up and became the major empires that hold among them the balance of power in the world of EVE today. These are the Amarr Empire, the Gallente Federation, the Caldari State, the Minmatar Republic, and the Jovian Empire. There are also several small independent factions and states.

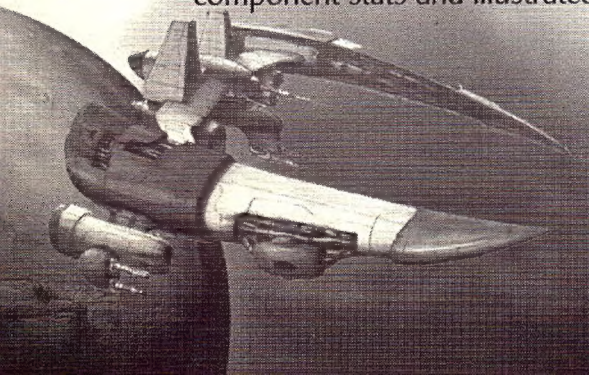
For more than a century, the five empires have lived together in relative peace. They've worked to maintain this peace because they realize only too well the grave consequences of a massive interstellar war. Recent technological breakthroughs in faster-than-light (FTL) travel, and the ensuing increase in space travel, has shaken, but not broken, the fragile peace—at least not yet.

Using this Reference Guide

This guide is broken down into several easy-access sections for the players who are new to *EVE Online*. The sections break down as follows:

Chapter 2: The Races This section introduces you to each of the four major races: Amarr, Caldari, Gallente, and Minmatar. The detailed information includes the various subraces and ancestries, replete with basic skill levels, schools, and in-depth background information.

Chapter 3: The Starships Here you'll find a detailed exploration of the various starships that ply the hyperspaceways of EVE. Frigates, cruisers, industrials, and battleships are all broken down into their component stats and illustrated with copious images.



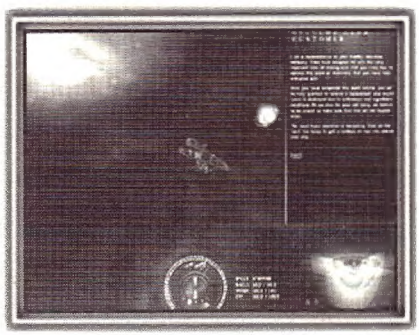
Chapter 4: Pirate Locations This section focuses on where you should and shouldn't be. Pirates are some of the most fearsome foes you'll face in the game, so it's always a good idea to see who's around before you wander into uncharted space.

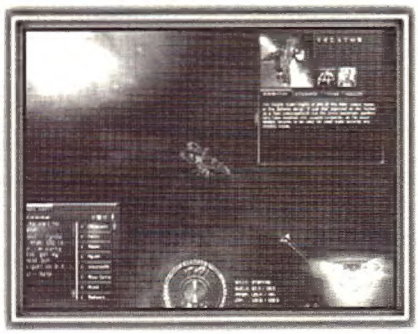
Chapter 5: Rare Asteroid Starter Guide This chapter breaks down the Amarr region of space and features a comprehensive listing of the asteroid belts located there.

Chapter 6: Corporation Introduction/Recruitment This section provides a reference tool for newbie players to quickly come to grips with the vast universe of *EVE Online*. This chapter gives you a good handle on its respective area of expertise.

Getting Started in Four Steps

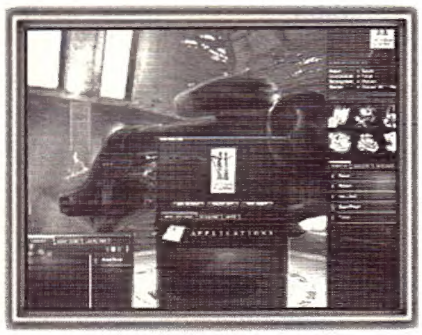
Step 1: *Create a character.*
Load up the game, log on, and start the character creation process. For an overview of the various races and their strengths, weaknesses, and philosophies, turn to Chapter 2 to find the race or sub-race that best fits your psychological profile (or, at least, the one that looks the coolest after going through the extensive character creation ritual).

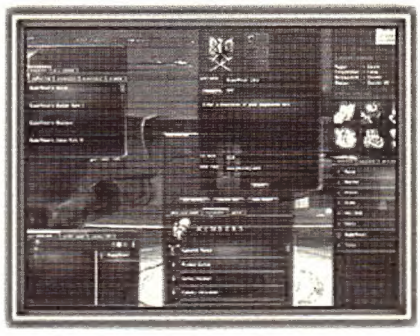




Step 2: Familiarize yourself with your ship.
Once you've generated your character, you'll be dropped into one of the newbie sections of space, a newborn babe alone in the vast galactic womb—but you won't stay that way

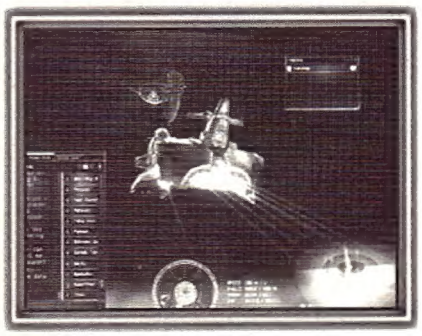
for long. You'll soon find yourself firmly ensconced in a beginner spacecraft, going through a variety of tutorials instructing you in the basic tenets of *EVE Online* life. (As for the ship you're in, once you've determined your race in Chapter 2, refer to Chapter 3 to learn more about the corresponding craft you'll be aboard).

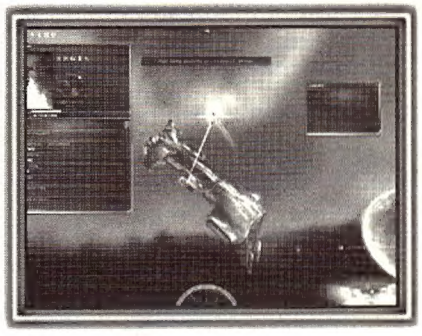




Step 3: Join *a* corporation.

One thing you'll quickly learn is that it doesn't pay to be a solitary animal in the wilds of the universe, not unless you like playing the part of the "sick gazelle" in numerous documentaries. After gaining a rudimentary understanding of your craft, mining, and navigation, petition one of the fine corporations listed in Chapter 6 for membership.



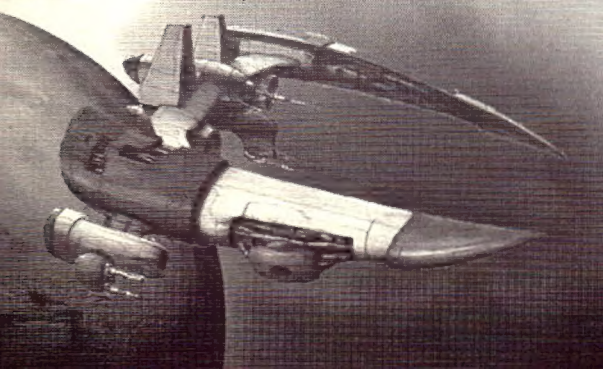


Step 4: Conquer the universe *or* crush all who oppose you.

Now that you've hooked up with a corporation to learn the rest of the rules, you're all set. Use Chapters 4 and 5 to find the best pirate locations (to attack or avoid) and to find choice rare asteroid belts located in the inky depths of space. After you get enough time in a corporation and learn the ropes, who knows? Maybe you can start your own....

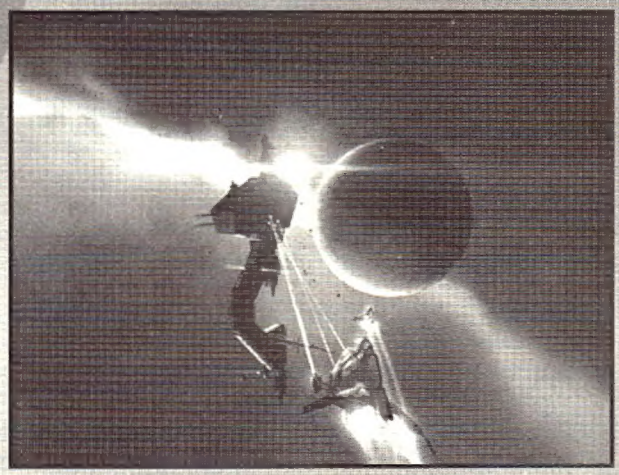
NOTE

Throughout this guide you'll find snippets from the history of EVE (principally in Chapters 4 and 5) that offer some insight into vast depths of the *EVE Online* universe.



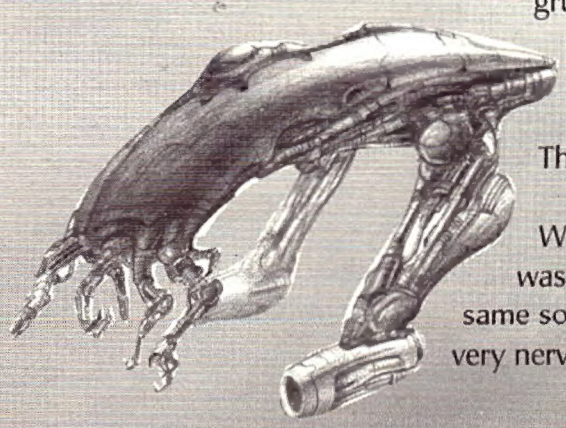
The Gallente-Caldari War: The Early Days

By the time the Gallente Federation was founded two centuries ago, the Caldari Corporations were already well established in Caldari society. Although not nearly as powerful as they are today, they were still preeminent in Caldari economic life.



Shortly after jump gate technology was jointly discovered by the Gallenteans and the Caldari some three hundred years before the Federation formed, the Caldari Corporations had started their own inter-stellar surveying and colonization, separate from those conducted by the Gallenteans. It was these colonies, kept as a secret from the Gallenteans, that became the source of friction between the Gallenteans and the Caldari, culminating in the latter's defection from the Federation and an ensuing war between the two races.

It all started when a Gallente exploration ship happened upon one of the hidden Caldari colonies. When the Federation Senate learned of this they demanded a full-scale investigation into the matter and that all hidden Caldari colonies should immediately been put under Federation authority. This was too much for the Caldari Corporations, which were already grumbling over increasing Federation interference into their affairs. For the Caldari it was a simple question of losing their autonomy forever by caving in or making a stand right then and there. They decided to make a stand.



What made the situation so tense right from the start was the situation on Caldari Prime. Being located in the same solar system as Gallente Prime made the Gallenteans very nervous and, more importantly, a sizeable Gallentean

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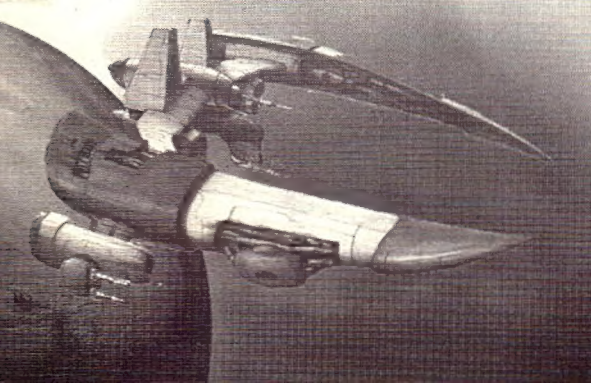
population was living on Caldari Prime. Right after the Caldari defected from the Federation they focused on securing the jump gates leading to their (once) hidden bases, as those bases provided the backbone to the Caldari military infrastructure at that time. At the same time the Gallenteans moved their fleet into orbit around Caldari Prime and started blocking the planet.

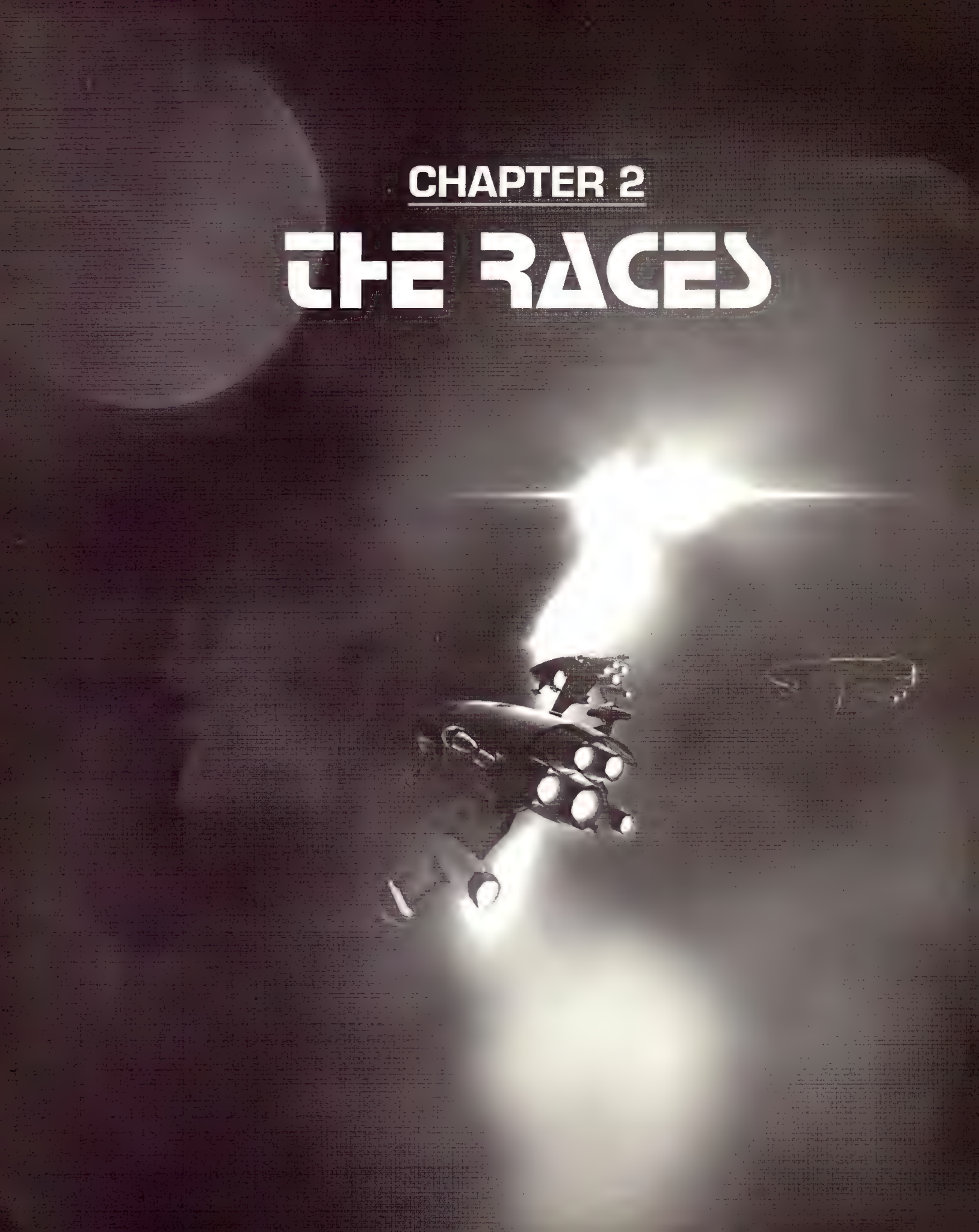
For the next few days nothing much happened. The Caldari were content to sit by the jump gates, while the Gallenteans were debating how to best negotiate a peace agreement. But the Caldari on Caldari Prime were restless. They found the Gallente blockade intolerable and soon small-scale guerrilla activities escalated into all out hostilities. In the end the Gallente population on the planet had to pay the price for the Federation's indecisiveness.

The turning point came when Caldari partisans sabotaged the glass dome of the Gallente-inhabited underwater city Nouvelle Rouvenor. More than half a million perished. From then on a lengthy, bloody war between the two races was all but inevitable—the Federation retaliated at once by sending an invasion force down to Caldari Prime and began a systematic orbital bombardment of the planet. Soon, the Caldari population had been driven to the mountains and the forests; their resistance getting weaker by the day. The only question was: how would the newly formed Caldari State respond?

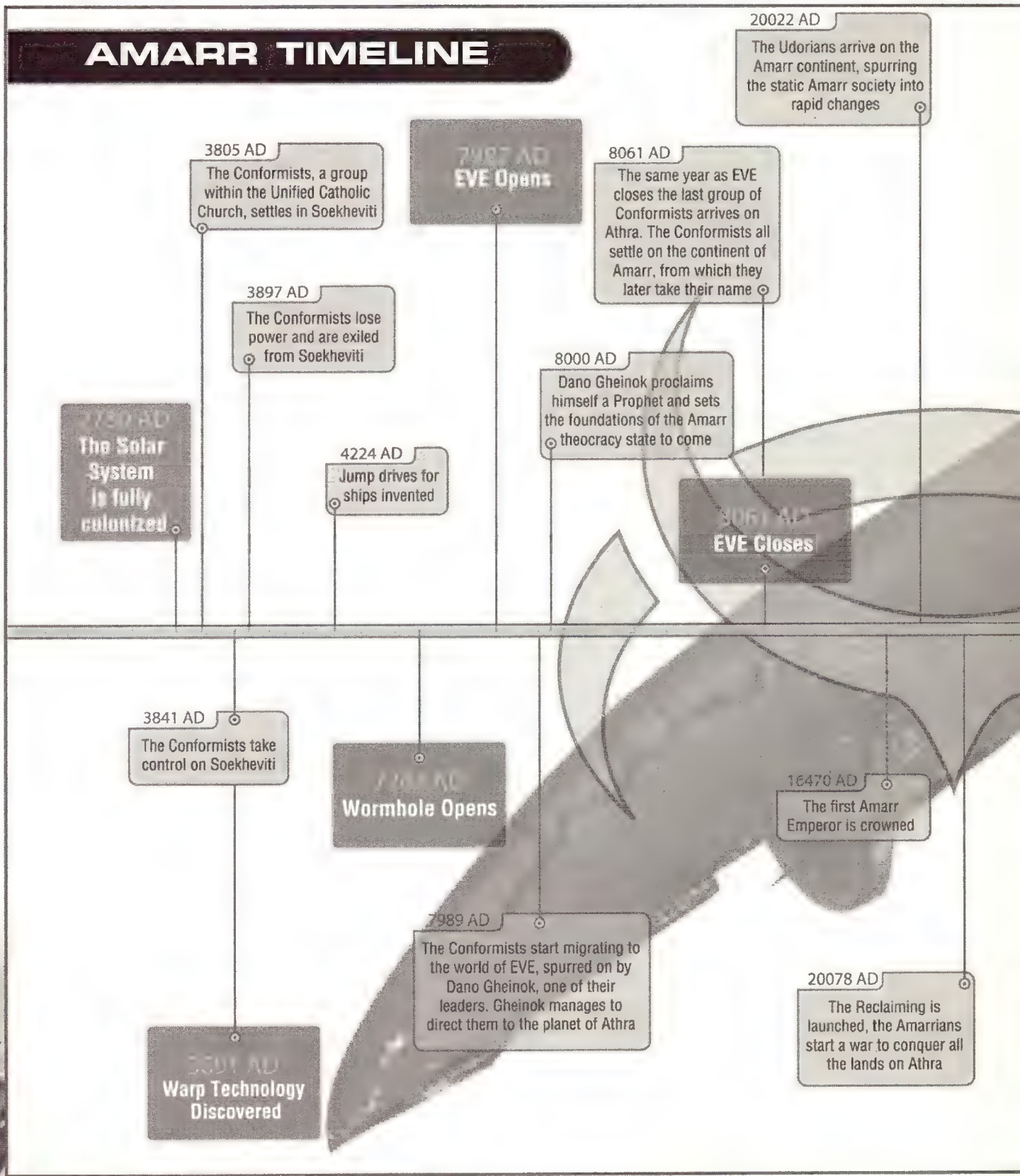


CHAPTER 2

THE RACES



AMARR TIMELINE


20022 AD
The Udorians arrive on the Amarr continent, spurring the static Amarr society into rapid changes
3805 AD
The Conformists, a group within the Unified Catholic Church, settles in Soekheviti
EVE Opens
8061 AD
The same year as EVE closes the last group of Conformists arrives on Athra. The Conformists all settle on the continent of Amarr, from which they later take their name
3897 AD
The Conformists lose power and are exiled from Soekheviti
8000 AD
Dano Gheinok proclaims himself a Prophet and sets the foundations of the Amarr theocracy state to come
The Solar System is fully colonized
4224 AD
Jump drives for ships invented
EVE Closes
3841 AD
The Conformists take control on Soekheviti
Wormhole Opens
16470 AD
The first Amarr Emperor is crowned
7989 AD
The Conformists start migrating to the world of EVE, spurred on by Dano Gheinok, one of their leaders. Gheinok manages to direct them to the planet of Athra
20078 AD
The Reclaiming is launched, the Amarrians start a war to conquer all the lands on Athra
Warp Technology Discovered

AMARR

20371 AD
The Amarrians conquer the last Udorian state

22480 AD
The Amarrians invade and conquer the Minmatar Empire

21236 AD
Warp technology is sufficiently advanced to allow the Amarrians to build stargates. They start sending out ships with gate-building equipment to nearby systems

23058 AD
Amarr scientists discover Jump drive technology, allowing instant jumps between systems without Jump gates

EST
(Eve Standard Time) established at Yoiul conference

21423 AD
The Amarrians discover the Ealurians and subsequently conquer them in the spirit of the Reclaiming

23216 AD
The Amarr-Jove War

20544 AD
The Amarrians conquer the last state on Athra, they know control

21875 AD
The Moral Reforms start. The status of the Emperors alters and the power of the Apostles is curbed

23180 AD
First contact between the Gallenteans and the Amarrians. Soon after the Amarrians come into contact with both the Caldari and the Jovians

21290 AD
The first stargate between systems since the collapse of EVE is built between Amarr and Hedion

22762 AD
The current Amarr Emperor is elected. The head of another Heir family, Khanid, refuses to acknowledge this and sets out to create his own empire. It is called the Khanid Kingdom a.k.a. Dark Amarr

23216 AD
The Minmatars rebel. The Amarrians and their allies are forced to flee. The Minmatar collaborators are set up in their own semi-independent state. They are today known as the Ammatars

AMARR

The largest of the empires in the world of EVE, Amarr spans 40 percent of the inhabited solar systems. The Amarr Emperor is the head of a ritualistic, authoritarian imperial state, and below him are the Five Heirs, the heads of the five royal families from which a new Emperor is chosen. The Emperor's authority is unquestioned and absolute, but the archaic and bureaucratic government system makes it difficult for him to exert his rule unless he is giving orders in person. When the Emperor is not present, the Five Heirs rule in his name, dividing the huge empire among themselves.

Because extensive cyber-implants keep their frail bodies alive, even when their organs begin to fail, the Emperor and the Five Heirs can expect to live for at least 500 years. These cyber-enhancements date back many millennia, and have become a symbol of royal divinity in the eyes of the Amarrians.

Religion is very important to the Amarrians, and their fervor has been responsible both for great good and great evil. Shortly after they left EVE, the Amarrians began to expand their realm at the expense of neighboring states. The nations they conquered were enslaved, a practice justified by their religion. Ever since, the Amarrians have enslaved every nation and race they have encountered, and today slavery is an essential part of Amarrian society. This has, of course, tainted their relations with other races, especially the individualistic Gallenteans.

The Amarrians were the first of the EVE races to re-discover warp technology; notably jump gate technology. After accomplishing this more than 2,000 years ago, they immediately began expanding to nearby solar systems, slowly building their empire in the process. On the way, they encountered two human races, both of which they enslaved.

In recent years, however, the Amarrians have run into serious opposition. First, the Gallente Federation. Although it is much smaller than the Amarr Empire, the Amarrians soon found the economic and military might of the Gallenteans a match for their own.

Soon after, the Jovians arrived. The Amarrians' futile attempt to subjugate them resulted in a humiliating defeat. To make matters worse, the Minmatars, enslaved for centuries by the Amarrians, used the opportunity to rebel against their slave-masters.

Since these fateful events almost two centuries ago, the Amarrians have learned restraint. They have slowed their expansion and are less forceful in their dealings with other races, but still view themselves as the most powerful race in EVE, if only because of their sheer numbers.

The Amarrians: Pure of Blood

True Amarrians—those directly descended from the Amarrian ethnic group before it conquered its home planet and intermingled with other people—are proud and supercilious, with a great sense of tradition and ancestry.

AMARRIAN FEMALE

Base Stats

Intelligence	7
Charisma	3
Perception	4
Memory	6
Willpower	10

Amarrian females are very class conscious and formal in their dealings with others. They have strong family ties and can be very vindictive when someone harms one close to them. Such vengefulness can go on for generations....

AMARRIAN MALE

Base Stats

Intelligence	7
Charisma	3
Perception	4
Memory	6
Willpower	10

Amarrian males are haughty, cruel, and inflexible in the belief of their own superiority. Although this makes them difficult to deal with, it also gives them decisiveness and a great sense of purpose.

ANCESTRAL LINES

Each division of the Amarrian bloodline is descended from three main ancestral stocks. The attributes for each of these is in addition to the base stats for the Amarrian's gender. For example, an Amarrian male from the Liberal Holders bloodline will have a Charisma of 6 and Willpower of 11.

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Liberal Holders

Skills	Attributes	
Social	Charisma	3
Energy systems operation	Willpower	1

Holders are the elite caste in Amarr society and are usually very conservative and habitual. Some of them have rejected their traditional role as inactive power mongers and are instead active members of the economical life of the Empire. Their champion is Davit Tash-Murkon, the Udorian Royal Heir.

Wealthy Commoners

Skills	Attributes	
Industry	Charisma	1
Energy systems operation	Memory	3

Some Commoners manage to break out of the strict caste structure and make a name for themselves, usually through trade or other merchant activities. Although they can never enjoy political power within the empire, they're still free to hoard vast amounts of wealth through inter-stellar trade.

Religious Reclaimers

Skills	Attribute	
Leadership	Willpower	4
Energy systems operations		

Many Amarrians still dream of the glory days of the Empire when the Amarrians seemed poised to conquer the world. They abhor the peace policies of the current regime, regarding them as weak and against everything that the Empire stands for.

SCHOOLING

Each member of the Amarrian Empire attends one of three schools.

Imperial Academy

The Imperial Academy is rooted in tradition and generally considered sub-par to the more modern military institutes found in the other empires. However, it is the only one of its kind and it serves a vital function in the Amarr Empire.

Pupils can choose one of two departments, and will learn the following skills in each:

Gunnery Skills Acquired
Targeting
Gunnery
Electronics

Operations Skills Acquired
Amarr Frigate
Leadership
Iron Will

Hedion University

Hedion University is located in the Hedion system—the first solar system colonized by the Amarrians. The university was founded by spirited and liberal scholars free from the scrutinizing eye of the Emperor and his theologians.

Pupils can choose one of two departments, and will learn the following skills in each:

Science Skills Acquired
Science
Analytical Mind
Research

Business Skills Acquired
Trade
Empathy
Social

Royal Amarr Institute

One of the oldest educational facilities in the world of EVE, the institute's origin dates from the era when the Amarrians were still confined to their continent on Amarr Prime before the empire and the Great Reclaiming.

Pupils can choose one of two departments, and will learn the following skills in each:

Engineering Skills Acquired
Engineering
Electronics
Science

Industry Skills Acquired
Industry
Instant Recall
Refining

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The Ni-Kunni: The Former Slave Race

The Ni-Kunnis were a primitive race conquered some 1,000 years ago by the Amarr Empire. Unlike the other races conquered by the Amarrians, the Ni-Kunnis adapted to Amarr society much better and today only a small minority is still enslaved. Most Ni-Kunnis are tradesmen and artisans—occupations frequently frowned upon by Amarrians, but still a vital part of the society.

NI-KUNNI FEMALE

Base Stats

Intelligence	5
Charisma	8
Perception	7
Memory	6
Willpower	4

Ni-Kunni females have an enticing and enchanting demeanor. Before becoming part of the Amarr Empire, the Ni-Kunnis had a polygamous society, which lingers to this day. Beneath their seemingly meek manners, Ni-Kunni women are just as sly and cunning as their male counterparts.

NI-KUNNI MALE

Base Stats

Intelligence	5
Charisma	8
Perception	7
Memory	6
Willpower	4

The Ni-Kunni male is sly, cunning, and unscrupulous. The only way for a Ni-Kunni to advance up the rigid Amarrian social ladder is by amassing great wealth. This makes most Ni-Kunni males very conscious of making a healthy profit. However, this doesn't necessarily make them greedy.

ANCESTRAL LINES

Each division of the Ni-Kunni bloodline is descended from three main ancestral stocks. The attributes for each of these is in addition to the base stats for the Amarrian's gender. For example, a Ni-Kunni male from the Free Merchants bloodline will have a Charisma of 12.

Free Merchants

Skills	Attribute	
Social	Charisma	4
Bartering		

The Ni-Kunnis have used the inherent dislike Amarrians have for merchants to their advantage, and Ni-Kunni Free Merchants are now vital to the economic health of the Empire.

Border Runners

Skills	Attribute	
Navigation	Intelligence	1
Bartering	Perception	3

The Amarr Empire has strict rules regarding trade with other races. This means that smuggling operations that ferry prohibited goods often flourish. No race is better at smuggling than the Ni-Kunnis, who have perfected their smuggling runs for generations.

Navy Veterans

Skills	Attribute	
Leadership	Willpower	4
Bartering		

Many Ni-Kunnis live in impoverished slums and ghettos. One of the few ways for them to escape is to enlist in the Imperial Navy. There, they get the education and career they need to jump-start their lives.

SCHOOLING

Despite the second-class status of the Ni-Kunnis to pureblooded Amarrians, they attend the same schools and acquire the same skills from this point on.

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Putting On Heirs

The most powerful figure in the Amarr Empire is the Emperor himself. His words are law, and his state domination is complete. Yet, in effect, the Emperor seems to only rule the location in which he is at any given moment. The entrenched bureaucracy and the semi-feudal governing system mean that local lords enjoy almost complete autonomy most of the time. The most powerful of these lords are the Five Heirs, the heads of the five main royal families from which a new Emperor is chosen. Together they are known as the Privy Council. Each of the heirs rules over a vast domain, stretching beyond dozens of solar systems. The power of the heirs can best be viewed in how each of them shapes his domain after his own wishes. The result is that the Amarr Empire is a patchwork of rules and regulations, customs, and traditions.

Taken together, the Five Heirs have tremendous influence in Amarr society. They make up the Privy Council, the most powerful institution next to the Emperor. Aside from the Emperor, they're rivaled in power and authority only by the Imperial Chamberlain. The Five Heir's families have the highest status in the noble hierarchy of Holders. Four of the current royal families are the original families given the royal status almost 1,500 years ago. The fifth is a recent addition resulting from the Khanid family's exile.

The five current families are the Kor-Azor family, the Ardishapur family, the Sarum family, the Kador family, and the Tash-Murkon family. The heads of three of these families are introduced below, the heads of the other two families are Temal Kador and Davit Tash-Murkon.[QUERY: Eric is asking his contact for information on these two.]

Doriam Kor-Azor

Heir to the Kor-Azor family, Doriam is the only heir to openly discuss the possibility of reaching an agreement regarding the Minmatar situation. He suggests recognizing the Minmatar Republic as a sovereign state. Doriam is also the only heir to have visited the Gallente Federation; his visit there five years ago was highly successful and made him many friends and admirers. He is a charming and diplomatic man, a competent administrator, and a resourceful military leader. He governs his realm with a benevolent hand; slaves, for instance, are treated well (at least by Amarrian standards). Yet he should neither be taken as weak-hearted or feeble-minded. He has shown on many occasions that he can be both ruthless and courageous when circumstances

call for it. Many consider Doriam the most likely of the five heirs to become the next Amarr Emperor. However, he has many enemies and his liberal views are not popular in many quarters.

Idonis Ardishapur

The Ardishapur have always been considered the most religious of the royal families, but the religious fervor shown by Idonis astonishes even members of his own family. Like most high-class youths, Idonis was destined to study in the best schools. However, he was denied entrance because of his absolute belief in Amarr customs and laws. Idonis is tradition personified, steadfastly believing that the Amarr way of living is the only way to live, and openly scorning and rejecting all other beliefs. He is very devoted in his faith, and to many religious Amarrians is a true spiritual leader. Some have even gone so far as to call him a messiah. As might be expected, Ardishapur's domains tend to be counterproductive, as more time and effort is spent on following strict religious services than on economical or social advances. For many modern Amarrians, moving around the realm of the Ardishapur family is like taking a trip back in time. Yet Idonis has met with surprisingly little internal unrest in his time. This is attributed both to the ingrained willingness of the populace to live by the old customs and by the iron grip Idonis holds over his subjects.

Jamyl Sarum

Jamyl is one of very few female heiress' in the history of the Amarr Empire. Not only that, she is also one of the more belligerent and aggressive of the heirs. Early on she became renown for her lust for battle; her father secured a command post within the Amarr military when she was still in her early twenties. By 30 she had established herself as a fearsome fighter, never shirking from an encounter, as well as a resourceful and cunning leader. In her time, Jamyl has served both as Commander of the Imperial Fleet and as War Minister, in both cases the first time a woman has held such a position.

Jamyl's views of the world are very similar to those of most military leaders through the ages—she sees the world in black and white and is convinced that her Amarr Empire is the greatest of all empires. She firmly believes that it was a big mistake to renounce the Reclaiming, the effort to conquer the entirety of Amarr, and it is widely understood that if she ever became Empress (there has only been one Amarr Empress in history), the Empire would turn sharply from its current policy of peace and compromising to a much more aggressive and expansionistic one.

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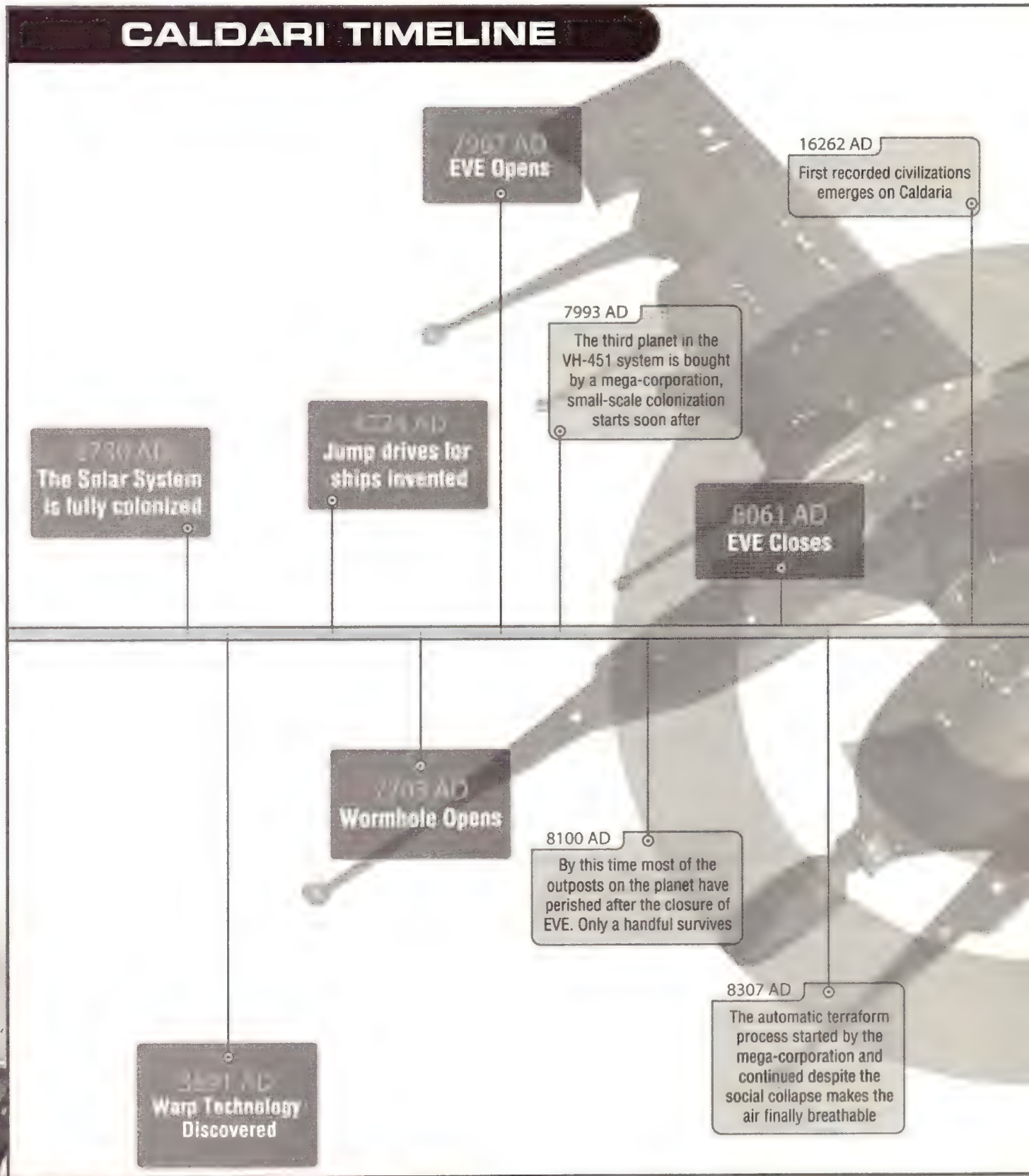
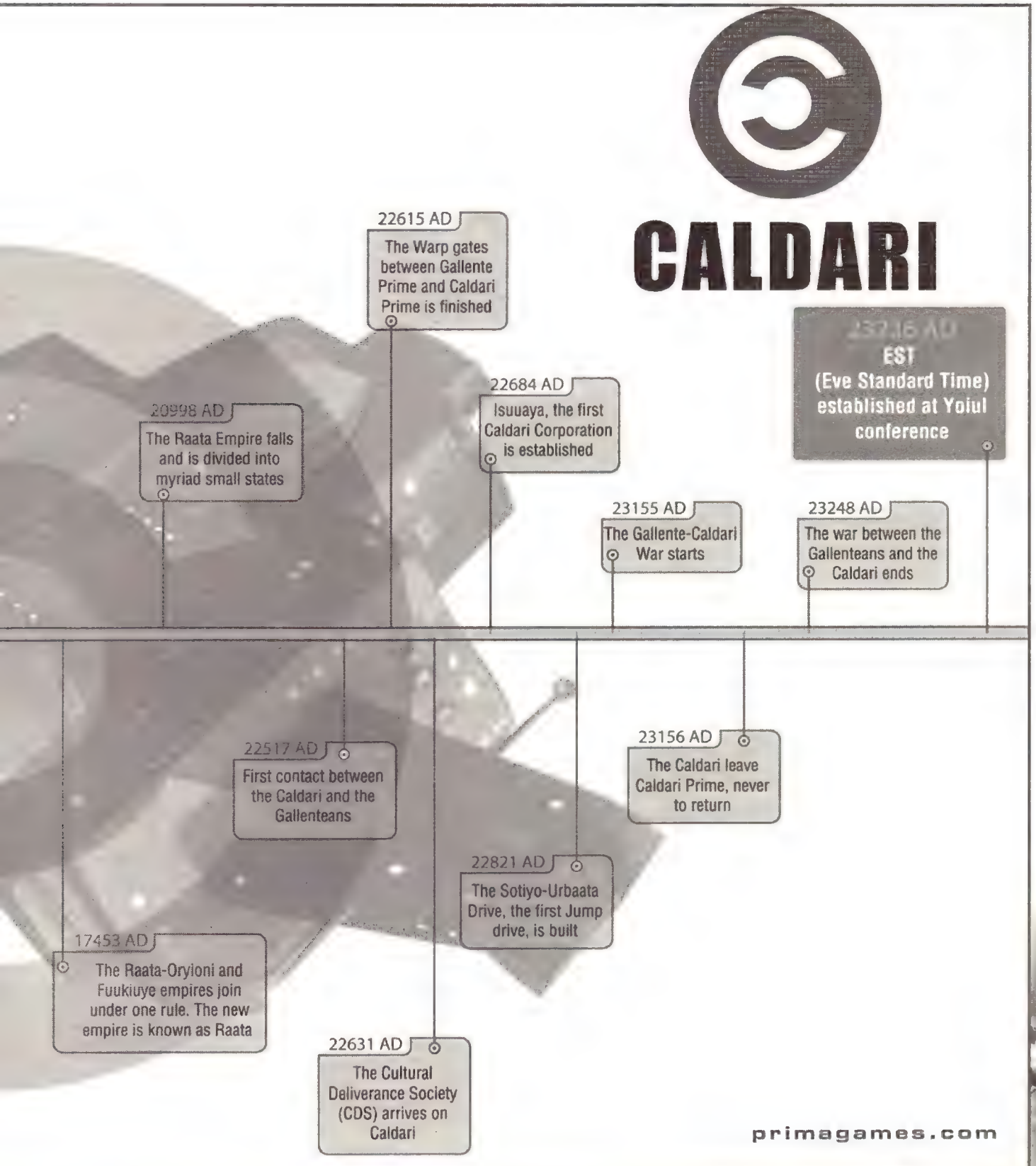
CALDARI TIMELINE


EVE Opens
16262 AD
First recorded civilizations emerges on Caldaria
7993 AD
The third planet in the VH-451 system is bought by a mega-corporation, small-scale colonization starts soon after
Jump drives for ships invented
The Solar System is fully colonized
EVE Closes
Wormhole Opens
8100 AD
By this time most of the outposts on the planet have perished after the closure of EVE. Only a handful survives
8307 AD
The automatic terraform process started by the mega-corporation and continued despite the social collapse makes the air finally breathable
Warp Technology Discovered



CALDARI

17453 AD
The Raata-Oryioni and Fuukiuye empires join under one rule. The new empire is known as Raata

20998 AD
The Raata Empire falls and is divided into myriad small states

22517 AD
First contact between the Caldari and the Gallenteans

22615 AD
The Warp gates between Gallente Prime and Caldari Prime is finished

22631 AD
The Cultural Deliverance Society (CDS) arrives on Caldari

22684 AD
Isuuaya, the first Caldari Corporation is established

22821 AD
The Sotiyo-Urbaata Drive, the first Jump drive, is built

23155 AD
The Gallente-Caldari War starts

23156 AD
The Caldari leave Caldari Prime, never to return

23216 AD
EST (Eve Standard Time) established at Yoiul conference

23248 AD
The war between the Gallenteans and the Caldari ends

CALDARI

Built on corporate capitalism, Caldari is run by a few mega-corporations which divide the state among themselves, controlling and ruling every aspect of society. Each corporation is made up of thousands of smaller companies, ranging from industrial companies to law firms. All land and real estate is owned by a company that leases it to the citizens, and government and policing are handled by independent companies.

Although this gives the corporations dictatorial powers, they are just as bound by Caldari customs and laws as the individual, and the fierce, continual competition among the corporations ensures a healthy, consumer-based social environment, which benefits everyone.

Although the Caldari State may not be nearly as big as that of the Gallenteans, let alone the Amarrians, the Caldarians are still universally feared and admired. Their economy is strong, and their military might parallel to that of the larger empires. They are more unscrupulous than the Gallenteans and more combative than the Amarrians, making them the most meddlesome of all the empires. As most Caldari trade is conducted by individual companies rather than the state itself, it's difficult for the other empires to deal with them at a political level. If a company is found guilty of unethical business dealings, it simply disappears into its parent corporation, and before long another one appears to take its place. But if a Caldari company is threatened, the whole corporation—and often the whole state—backs it up with full force.

Caldari society is steeped in military tradition. Its people had to fight a long and bloody war to gain their independence, and even had to surrender their home planet to their hated enemies, the Gallenteans. It was at that time that the corporations became the driving force behind creating and maintaining the new Caldari State. Even if the Caldari have not engaged in war for many decades, they still strive to be on the cutting edge of military technology and their vessels, weapons, and fighting methods are inferior to none but the enigmatic Jovians.

To curb their aggressive tendencies, the Caldari actively pursue and sponsor a range of sporting activities. Many of these are bloody, gladiator-like competitions, while others are more like races. But whatever the sport, the Caldari love betting on the outcome, making gambling a massive industry.

Caldari offers its citizens the best and the worst in living conditions. As long as the people stay in line, do their jobs, uphold the laws, and so forth, life can be pleasant and productive. But for those who are not cut out for this strict, disciplined regime, life quickly becomes intolerable. They lose their respect, family, status, everything. The only options left to them are suicide or exile. Although not xenophobic as such, the Caldari are very protective of their way of life and tolerate only those foreigners who stick to the rules.

Deteis

The Deteis symbolize Caldari in every way: they're efficient, hard working, and dutiful. The Deteis are commonly found in positions of authority, both in administration and the military, something that suits their temperament very well.

DETEIS FEMALE

Base Stats

Intelligence	7
Charisma	6
Perception	5
Memory	7
Willpower	5

Female Deteis tend to be neat and composed with a wry sense of humor and a no-nonsense outlook on life.

DETEIS MALE

Base Stats

Intelligence	7
Charisma	6
Perception	5
Memory	7
Willpower	5

Male Deteis are generally tall and well-groomed with a fair complexion. They strike an imposing figure with their haughty and detached demeanor.

ANCESTRAL LINES

Each division of the Deteis bloodline is descended from three main ancestral stocks:

Merchandisers

Skills	Attribute	
Industry	Memory	4
Shield Operation		

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There's nothing the Deteis love more than having total control over all their activities. This holds especially true for producing items. They want to master every aspect of the process—from mining the materials, through production, and to distribution and marketing.

Scientists

Skills	Attribute	
Science	Intelligence	3
Shield Operation	Perception	1

The Deteis beautifully combine efficiency with inventiveness, making them superb researchers and scientists. The Deteis' ability to create high-tech devices combined with the combat abilities of the Civire make the Caldari State a formidable force.

Tube Child

Skills	Attribute	
Learning	Willpower	4
Shield Operation		

Acutely aware of the small population of the Caldari State in comparison with the sprawling Gallente Federation, the Deteis have been using artificial procreation to increase their numbers. These tube children are raised in inhospitable, state-run orphanages, making them tough and self-reliant.

SCHOOLING

State War Academy

The State War Academy was founded shortly after the Caldari State came into being, while the war with the Gallente Federation was still in full swing. Due to this, the academy has always had a very combat-oriented slant, as opposed to the broader scope of ship handling.

Pupils can choose one of two departments, and will learn the following skills in each:

Gunnery Skills Acquired
Targeting
Gunnery
Electronics

Operations Skills Acquired
Caldari Frigate
Leadership
Iron Will

Science and Trade Institute
Like all Caldari schools, STI has a formal curriculum that focuses primarily on the practical side of education. This results in a tedious learning process, but one that is efficient.

Pupils can choose one of two departments, and will learn the following skills in each:

Science Skills Acquired
Science
Analytical Mind
Research

Business Skills Acquired
Trade
Empathy
Social

School of Applied Knowledge
The School of Applied Knowledge focuses on technical studies and is considered the best school for aspiring engineers. The school collaborates with many leading Caldari corporations, which benefits the school, the companies, and the students.

Pupils choose one of two departments, and will learn the following skills in each:

Engineering Skills Acquired
Engineering
Electronics
Science

Industry Skills Acquired
Industry
Instant Recall
Refining

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The Civire

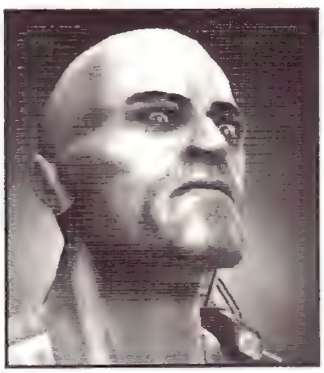
Civire provide the backbone to the Caldari Empire. They're cool, level headed, and relentless in their approach to trading and fighting. Civire can handle pressure extremely well, an invaluable aid in combat or other stressful situations. Many of the best bounty hunters are Civire.

CIVIRE FEMALE

Base Stats

Intelligence	5
Charisma	6
Perception	9
Memory	4
Willpower	6

Female Civire are not all that tall, but they are lithe and supple. They're ardent and committed workers who are never willing to give up.

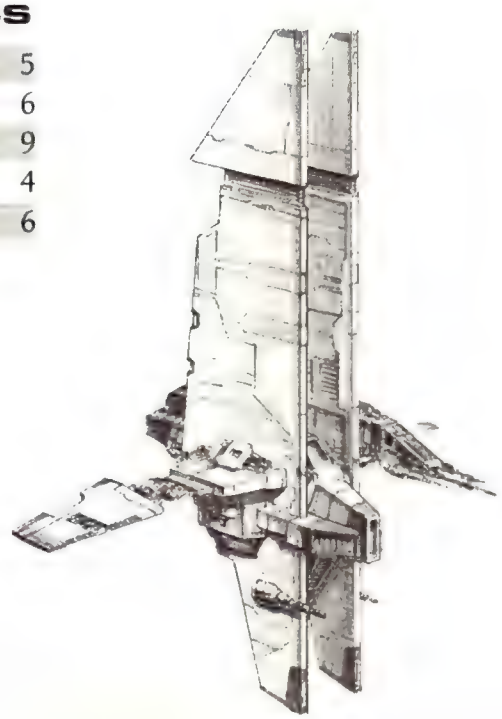


CIVIRE MALE

Base Stats

Intelligence	5
Charisma	6
Perception	9
Memory	4
Willpower	6

Civire males are big-boned and masculine, with clean-shaven faces and closely cropped head.



ANCESTRAL LINES

Each division of the Civire bloodline is descended from three main ancestral stocks:

Entrepreneurs

Skills	Attribute	
Industry	Memory	4
Rockets		

Civire are usually not known for their business acumen, but when they go into business they do it with the same aggressiveness and confidence as when fighting a battle. To them, business is war and should be pursued with the same vigilance and ruthlessness.

Mercs

Skills	Attribute	
Electronics	Willpower	4
Rockets		

Civire love the brutality of battle and take every opportunity to engage in one. This is the reason why so many of them sell their services as mercenaries; it promises a constant supply of combat. For many families, a merc career has become mandatory for every member before he can settle down for a quiet family life.

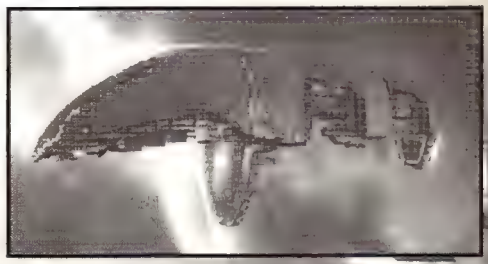
Dissenters

Skills	Attribute	
Social	Charisma	2
Rockets	Willpower	2

The cold, disciplined Caldari society doesn't appeal to everyone, nor is everyone happy with the stranglehold the mega-corporations have on everyday life. These people are not rebellious, but have been trying to change the system from within. One of these days, the state will want to deal with them once and for all.

SCHOOLING

As with their Deteis counterparts, Civire Caldari attend the same schools and choose the same basic career sets.



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It's All About the Money

The Caldari State stands for corporate capitalism in its purest form. There are eight great corporations that together own more than 90 percent of all property in the state. Each corporation is made up of thousands of companies, ranging from simple mining companies to powerful police companies. There is no single, unified government. Each corporation rules its territories like its own kingdom with little or no interference from the other corporations. In higher matters, such as foreign policy, the Board of Directors, which consists of the CEOs of the eight major corporations, has the highest authority. The Board of Directors also makes sure that the social infrastructure of the state remains intact and settles all major quarrels between the corporations. The following are three representative examples.

Kaalakiota

CEO	Haatakan Oiritsuu
Headquarters	Soji VI
Chief Activity	Kaalakiota has its fingers everywhere and in everything; they're the closest of the corporations to being a state within the state.

Brief History

The mighty Kaalakiota's humble beginnings date back to the time when the primitive Caldari where being economically exploited by the much more advanced Gallente Federation. The Kaalakiota, or KK as it's often called, dabbled in trade with the Gallenteans, but soon started raking in wealth on real estate and manufacturing. The KK was at the forefront of the Caldari opposition against the Gallente Federation, something the corporation used to its great advantage.

Nugoeihuvi

CEO	Morimo Yagala
Headquarters	New Caldari
Chief Activity	Nugoeihuvi is the largest manufacturer and distributor of entertainment products, as indicated by its name (Nug-oei-huvi means play-relax-enjoy, the corporation is commonly called NOH).

Brief History

NOH was originally a conglomerate of small companies that manufactured all kinds of luxury goods, ranging from delicatessens to quality furniture. But once the Caldari had formed their independent empire, they filled the void created when the Gallente entertainment business was cut out. Over the years, entertainment has become the main activity of NOH. It has often been accused of having dealings with the underworld, but those rumors have never been proved or disproved.

Ishukone

CEO	Otro Gariushi
Headquarters	Yria Prime
Chief Activity	Ishukone specializes in producing high-tech equipment, as well as machinery. It possesses the most advanced technology outside Jovian space.

Brief History

Ishukone was the weakest of the corporations for a long time. Its main activity was research, but it never seemed able to benefit greatly from any of its discoveries. Only in the last century or so has the corporation bloomed. Today, it is becoming one of the most powerful corporations in the sate. Ishukone has always had strong connections with the Jovians, but no one knows how deep those connections reach.

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GALLENTE TIMELINE

21656 AD
The Rouvenor family comes into power in Garoun and quickly becomes the greatest empire on the plane

7997 AD
EVE Opens

8100 AD
By this time the smaller settlements had perished, few were saved by larger settlements close by

7089 AD
The second planet in the VH-451 system is bought by people from the Tau Ceti system of French origin

4224 AD
Jump drives for ships invented

2130 AD
The Solar System is fully colonized

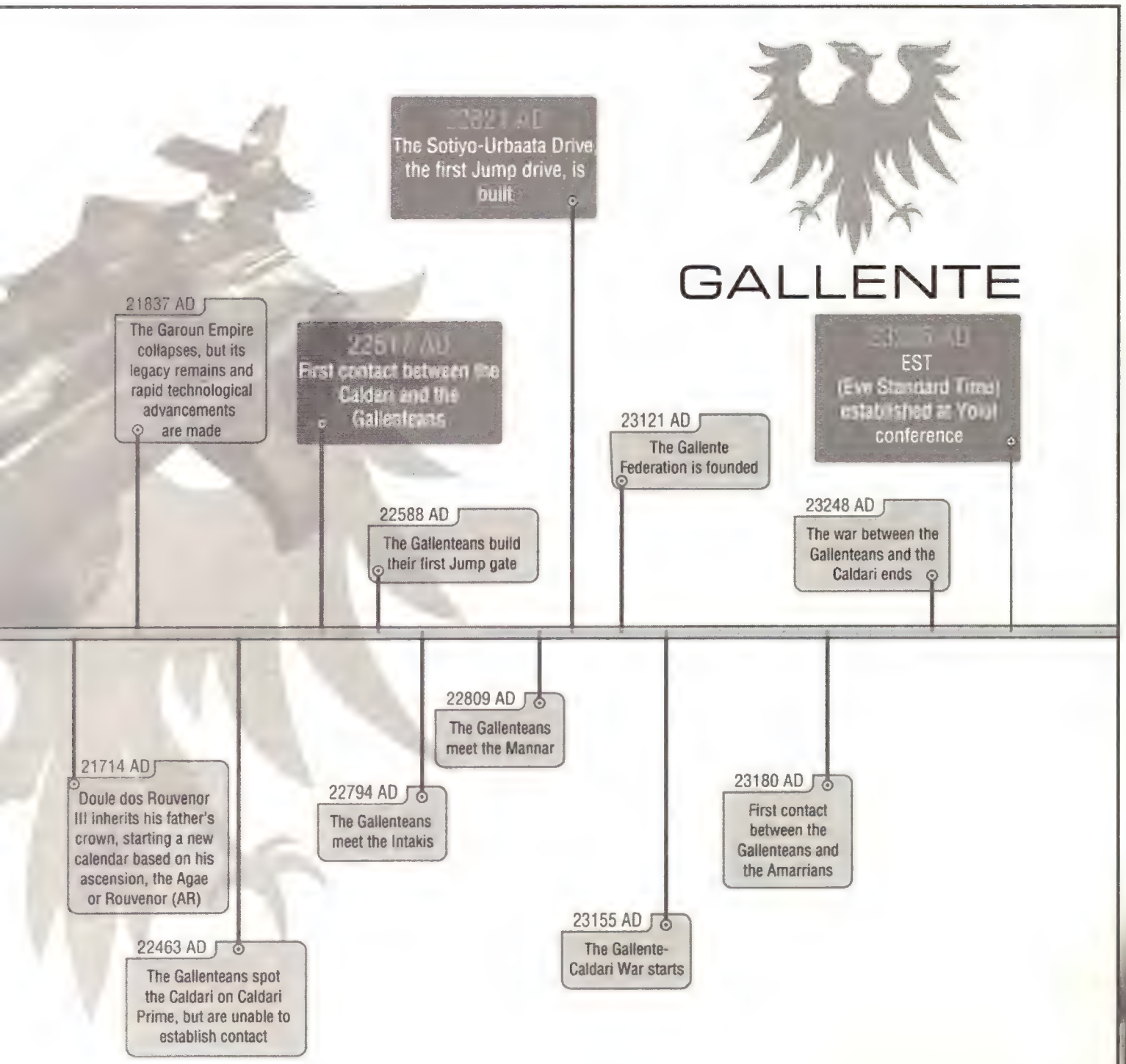
8051 AD
EVE Closes

18515 AD
The first Minmatar space ship. During the next centuries the Minmatars settle on a number of planets and moons in three systems, using ancient stargates

7703 AD
Wormhole Opens

8052 AD
The last colony ship arrives from Tau Ceti before EVE closes

3091 AD
Warp Technology Discovered


GALLENTE
[illegible] AD
The Sotiyo-Urbaata Drive, the first Jump drive, is built
21837 AD
The Garoun Empire collapses, but its legacy remains and rapid technological advancements are made
[illegible] AD
First contact between the Caldari and the Gallenteans
[illegible] AD
EST (Eve Standard Time) established at Yoiul conference
23121 AD
The Gallente Federation is founded
22588 AD
The Gallenteans build their first Jump gate
23248 AD
The war between the Gallenteans and the Caldari ends
22809 AD
The Gallenteans meet the Mannar
21714 AD
Doule dos Rouvenor III inherits his father's crown, starting a new calendar based on his ascension, the Agae or Rouvenor (AR)
22794 AD
The Gallenteans meet the Intakis
23180 AD
First contact between the Gallenteans and the Amarrians
23155 AD
The Gallente-Caldari War starts
22463 AD
The Gallenteans spot the Caldari on Caldari Prime, but are unable to establish contact

GALLENTE

The Gallenteans—self-righteous, meddling, pompous and tiresome, or virile liberalists and defenders of the free world? Love them or hate them, you simply can't ignore them. Everybody has an opinion on the Gallente Federation. For many, it is the Promised Land, where any dream can become a reality. Descendants of Tau Ceti Frenchmen, the Gallenteans remain strong believers in free will and human rights, despite numerous setbacks in their long history.

It has been said that, once you have seen the Crystal Boulevard in Caille you've seen it all. True, the view is spectacular, but if there's one thing you can never see in its entirety, it's the Gallente Federation. You may travel its length and breadth, marvel at the Sunspiral on Troux, climb the Akat Mountains on tropical Intaki or thrill to the Mendre dancers on Sovicou. Wherever you go, you'll always see something new and exciting, even when you visit the same place again. Gallente society is in a constant state of flux—vigorous, vibrant and progressive.

Few societies display such stark contrasts. Many of the wealthiest people in the world are Gallenteans, creating a constant demand for luxury goods. At the same time, the ranks of the poor number millions, because while the liberal market-driven economy and individual freedom may allow everybody the chance to advance to the top, they make it just as easy to plummet to the very bottom of the social ladder.Few societies display such stark contrasts. Many of the wealthiest people in the world are Gallenteans, creating a constant demand for luxury goods. At the same time, the ranks of the poor number millions, because while the liberal market-driven economy and individual freedom may allow everybody the chance to advance to the top, they make it just as easy to plummet to the very bottom of the social ladder.

In the world of *EVE*, the Gallenteans are the kings of entertainment, mass-producing everything from cheap porn flicks to elaborate stage shows for an ever-hungry public. They boast the most elaborate luxury space yachts and the most glittering hotel reservoirs. Anything your mind or body could ever crave, the Gallenteans have plenty of it.

The Gallenteans are not alone in their Federation, whose boundaries are home to pockets of residents, varying in size and representing all the other races of EVE. Most of them left their own empires because of political or ideological differences, or simply to search for peace and prosperity. There are also two human races, the Intakis and the Mannars, both of whom the Gallenteans found while exploring and expanding their empire. Both were at a very primitive level when the Gallenteans found them, but since coming under the protection and guidance of the Gallenteans, both races have flourished and are now full-fledged members of the Federation.

The Caldari were initially part of the Federation but deep-seated differences and mutual animosity between them and the Gallenteans drove them away. For a time, the two empires warred against each other, but as neither could gain sufficient advantage to claim victory, peace was settled in the end.

The Gallenteans: Pure of Blood

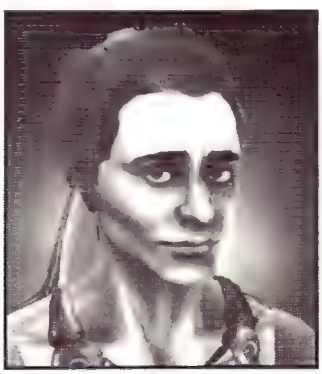
The Gallenteans are originally of French origin, although any direct similarities have long since vanished. Gallenteans value freedom and individual liberty above all else. The Gallente Federation is the only true democracy in the world of *EVE*.

GALLENTE FEMALE

Base Stats

Intelligence	6
Charisma	8
Perception	8
Memory	4
Willpower	4

Gallente females are considerate and kind, their spirit outgoing and lively. They value self-empowerment and can be very creative and resourceful.



GALLENTE MALE

Base Stats

Intelligence	6
Charisma	8
Perception	8
Memory	4
Willpower	4

Gallente males are driven and ambitious. They often act self-righteously and are generally very opinionated. They can be very courageous when they feel their way of life is under threat.

ANCESTRAL LINES

Each division of the Gallentean bloodline is descended from three main ancestral stocks:

Activists

Skills	Attribute	
Social	Charisma	4
Scout Drone Operation		

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The common Gallente citizen is extremely politically aware compared to citizens of other races. To outsiders it seems like every Gallentean is fighting for one issue or another—anti-corruption, pro-war, anti-pollution, pro-Federation. Anything and everything is worth at least one good rally and a general strike.

Miners

Skills	Attribute	
Mining	Charisma	4
Scout Drone Operation		

The insatiable Gallente industry demands massive amounts of minerals for its day-to-day operation. The Federation, loath to depend on other races, encourages asteroid mining on a large scale. The sense of independence gained through mining appeals greatly to the individualistic Gallenteans.

Immigrants

Skills	Attribute	
Trade	Perception	2
Scout Drone Operation	Willpower	2

Nowhere are honest immigrants as welcome as in the Gallente Federation, and no nation is as quick to assimilate them and mold them gently into their own. Hard-working immigrants of every race, creed, and color can quickly make it on their own—the opportunities are plentiful.

SCHOOLING

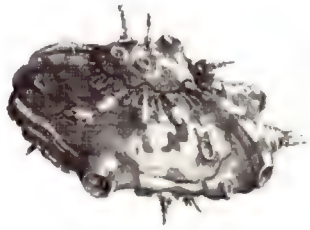
Each member of the Gallentean Federation attends one of three schools:

Federal Navy Academy

Because of a recent policy of upgrading the professionalism of its cadets, the Federation Navy's academy is a leaner, meaner institution with much stricter entry requirements than before and even stricter tutoring.

Pupils can choose one of two departments and will learn the following skills in each:

Gunnery Skills Acquired
Targeting
Gunnery
Electronics



Operations Skills Acquired
Gallente Frigate
Leadership
Iron Will

University of Caille

The largest school in the world of EVE, with almost half a million students, the UoC has long acted as a melting pot for cultures and ideas from all over. As befits its status, UoC offers a wide range of studies but is best known for its extensive anthropology department.

Pupils can choose one of two departments, and will learn the following skills in each:

Science Skills Acquired
Science
Analytical Mind
Research

Business Skills Acquired
Trade
Empathy
Social

Center for Advanced Studies

Originally conceived as a think-tank for researchers at Chemal Tech, the CAS evolved into an independent education facility that today is considered one of the very best technical schools in the world of EVE.

Pupils can choose one of two departments and will learn the following skills in each:

Engineering Skills Acquired
Engineering
Electronics
Science

Industry Skills Acquired
Industry
Mechanic
Mining

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The Intaki: A Strong Minority

INTAKI FEMALE

Base Stats

Intelligence	8
Charisma	6
Perception	7
Memory	3
Willpower	6

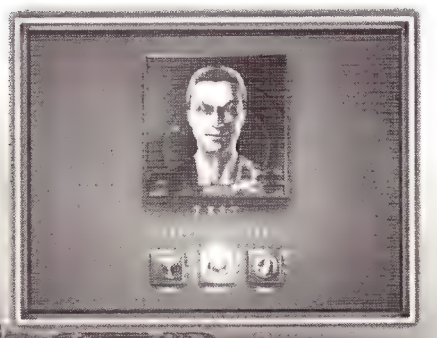
Intaki females share many traits with their male counterparts. They're quiet and contemplative, moving through the world without making a ripple. Yet their contemplative manner can conjure great beauty through wards and visions.

INTAKI MALE

Base Stats

Intelligence	8
Charisma	6
Perception	7
Memory	3
Willpower	6

The Intaki male is methodical and reserved, never outspoken or confrontational. He enjoys sitting in quiet reflection. Intaki homes are a place of peace and tranquility.



ANCESTRAL LINES

Each division of the Intaki bloodline is descended from three main ancestral stocks:

Artists

Skills	Attributes	
Learning	Charisma	2
Electronic Warfare	Perception	2

It is widely believed that the introvert Intakis create the most stunning and thought-provoking art around. They have revolutionized many art forms and created many new ones, such as metapaints and touch sculpture. Intaki artists seem to have a unique ability to create and convey unparalleled beauty that is universal for all human races.

Diplomats

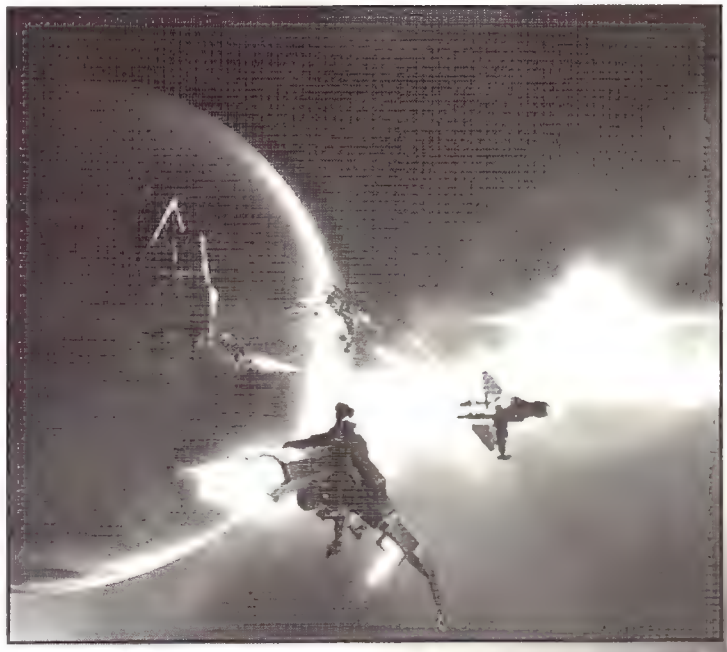
Skills	Attribute	
Social	Charisma	4
Electronic Warfare		

Since their inauguration into the Federation, the Intakis have slowly established a reputation as superb diplomats, negotiators, and bureaucrats. In the tense and often violent world of EVE, these qualities can be vitally important.

Reborn

Skills	Attribute	
Science	Memory	4
Electronic Warfare		

Although persons in risky positions (such as spaceship captains) use clones, the general Intaki public refrains from using them. Instead, they have a unique method for transferring the personality of a dying person into a newborn baby. Steeped in tradition and perfected with technology, the Reborn process is the ideal Intaki vision of afterlife.



SCHOOLING

As is the case with their cousins, the Intakis attend the Federal Naval Academy, UoC, and the Center for Advanced Studies.

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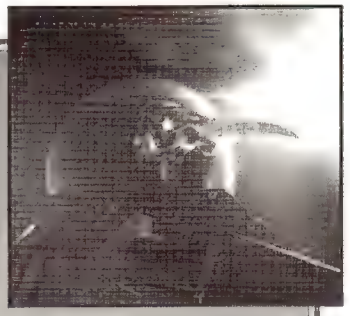

Federalism and Beyond!

The Gallente Federation was founded a little over 300 years ago. At that time, the Federation consisted of 17 sectors or districts and four races. A district is a group of solar systems of various sizes. The number of districts has steadily increased through the ages and now stands at 62. The four races at the Federation's creation were the Gallenteans (by far the largest of the four), the Caldari, the Intakis, and the Mannars. The Caldari left a few decades after the Federation was founded and set up their own empire. The other three remain and have since been bolstered by immigrants from all the races, most notably Minmatars. People of Minmatar ancestry number almost a third of the total population of the Federation.

The core belief of the Federation is that of individuality and individual freedom. But in practice, this has created a paradox because the individual freedom to do what you want constantly clashes with the individual freedom from being oppressed by other individuals. Any governmental interference to keep things in check through legislation and policing is naturally perceived as oppression of individuals' rights and freedom, constantly creating tension. But the Federation and its populace have learned to direct and control this tension, making it in many ways a positive thing. The result is an exceedingly vibrant society, constantly scrutinizing itself and its principles, spurring creativity and ethical notions.

The Legislative Arm

The Federal Senate holds 881 members, with elections held every five years. The Senate is responsible for passing new laws and in making sure that the administration and the courts are behaving properly. The most important function of the Senate is in overseeing the taxation and fiscal spending by the government. In addition to the Federal Senate, each district has its own parliament (simply called district parliaments). The parliaments' official function is to advise and support the Senate on local issues, but in reality they wield a great deal of authority over the affairs of their districts.

Lobbying plays a big part in Gallentean politics. The lobbying factions have become an integral part of the system, affecting and even regulating everything from the elections to what bills are presented before the Senate. The other races point to the entrenched lobbyists as a clear sign of corruption and in the Gallentean "democracy", but the Gallenteans regard the lobbyists as a robust system for keeping the Senate in touch with society, comparing their role to that of stock brokers in the trade hall.

The Executive Arm

A president heads the executive arm of the Gallente Federation The president is elected every five years, and cannot be re-elected. The intent of this rule is to make the president and his administration focus on running the Federation rather than focus on their own popularity. Nevertheless, because the presidency is so closely linked to the lobbyist factions, and thus to the Senate, the Gallente Federation is often a huge spectacle where appearance matters more than efficiency.

The Gallente president is nominally the head of state and the most powerful man in the Federation, but this is not always the case. Some presidents were puppets of political factions acting behind the scenes. Most of them have acted independently, although always within the strict framework set by the lobbyist factions.

For many, the president is nothing more than the smiling face of the government[EM]an actor playing the role of the kind, considerate, and generous father of the people. This notion is supported by the trappings of the presidency, its fabulous palaces and space shuttles, purposefully aiming to awe and amaze foreign visitors and Gallenteans alike.

The Judicial Arm

The judicial system in the Gallente Federation is ever vigilant in keeping the Federation as wholesome as possible. However, the system is not known for being fair in its dealings with the Federation's citizens. It almost seems as if there are two different penal systems in use depending on the wealth of the accused. But even if the rich can expect some leniency in sentences imposed by the courts, they don't get preferential treatment in the investigation of the crime, meaning that you are just as likely to be caught for a crime whether you're at the social ladder's top or bottom. And history shows that social rejection by one's peers is even more efficient in punishing the rich than a few years in prison.

The highest judicial power is the Supreme Court, which consists of 13 judges, appointed for life by the president and approved by the Senate. Beneath the Supreme Court are the District Courts, one for each of the 62 districts.

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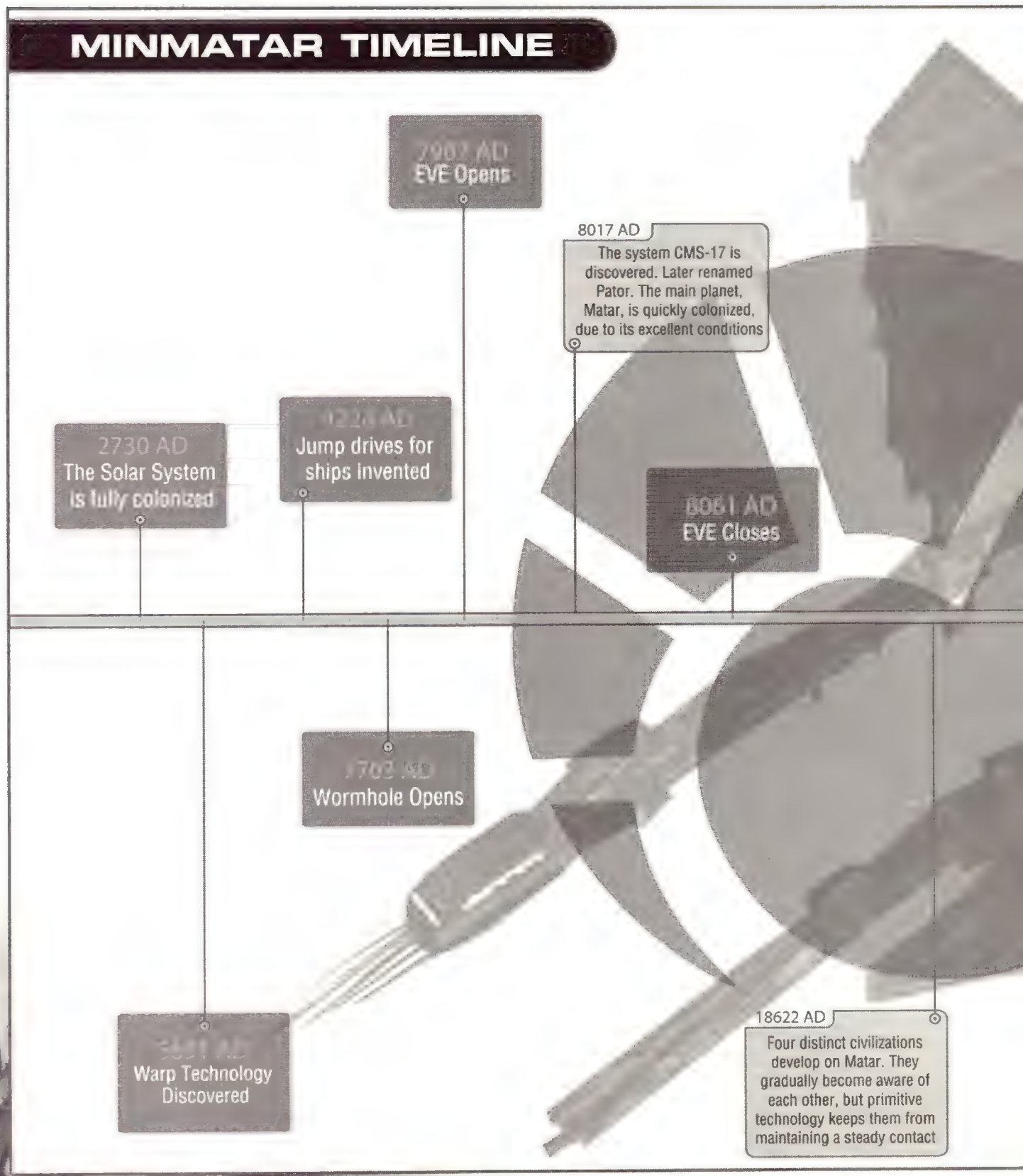
MINMATAR TIMELINE


2730 AD
The Solar System is fully colonized
Jump drives for ships invented
EVE Opens
8017 AD
The system CMS-17 is discovered. Later renamed Pator. The main planet, Matar, is quickly colonized, due to its excellent conditions
EVE Closes
Wormhole Opens
Warp Technology Discovered
18622 AD
Four distinct civilizations develop on Matar. They gradually become aware of each other, but primitive technology keeps them from maintaining a steady contact

Minmatar

20374 AD
By this time the technology level is sufficient for regular trade and advances speed up. In the end, a global culture has developed, yet steeped in tribal traditions

22355 AD
The Amarrians arrive in the Pator system. Soon, they begin raiding the Minmatar Empire for slaves

23216 AD
The Minmatar Rebellion. The Amarrians and their collaborators are thrown out

EST
(Eve Standard Time) established at Yoiul conference

22480 AD
The Amarrians invade and conquer the Minmatar Empire

23180 AD
First contact between the Gallenteans and the Amarrians. Soon after the Amarrians come into contact with both the Caldari and the Jovians

21413 AD
The first Minmatar space ship. During the next centuries the Minmatars settle on a number of planets and moons in three systems, using ancient stargates

Minmatar

A tough, no-nonsense race, the Minmatars are a determined and independent people. Their home planet of Matar is a natural paradise, although centuries of abuse have detracted from its beauty.

For the Minmatars, the most important thing in life is to be able to take care of oneself. Although families play an important role in the society, Minmatars prefer identifying themselves by the clan or tribe to which they belong. A clan can have any number of people in it, and its size is largely dictated by the main activity of its members. Most specialize in one area of activity. Those who live on a planet can focus on agricultural or industrial activity. Others who travel around the world of EVE concentrate on trading, pirating, and the like.

In the distant past, the clans constantly warred against each other. More recently, Minmatars have learned that cooperation is important. Although the clans still try to maintain their regional and ideological identities, they act as a single unit toward other races.

The fortunes of the Minmatars have ebbed and flowed continuously. At one time they had a flourishing empire with a level of mechanical excellence never before or since seen anywhere. Later, they endured centuries of enslavement, toiling and dying for the benefit of foreign masters. Today most of them have regained their freedom, but the legacy of their enslavement has been the diaspora of the race.

The Minmatars are the most numerous of all the races in the world of EVE, but their vast numbers are divided into many factions. The Minmatar Republic is the official state, but only a quarter of all Minmatars are part of it. The largest proportion, almost a third, are enslaved in the huge Amarr Empire. A fifth resides in the Gallente Federation, creating a powerful political bloc that keeps relations between the Gallenteans and the Amarrians in a constant state of tension. The remainder, who are not part of any formal organization, live as free men throughout the world. Many are itinerant laborers, roaming from one system to another in search of work. A fair number make their living on the darker side of the law, acting as pirates, smugglers, and peddlers in all kinds of illegal goods, and many of the larger criminal groups in the world of EVE are run by Minmatars.

The Minmatar Sebiestor: One Half of the Coin

The Sebiestors are ambitious and driven. They're innovative thinkers and are always willing to try something new. The Sebiestors are slightly built but are lithe and often graceful. Pale, taut skin and a thin frame are the norm, leading others to believe they suffer from constant malnutrition and sickness.

SEBIESTOR FEMALE

Base Stats

Intelligence	7
Charisma	7
Perception	5
Memory	6
Willpower	6

Female Sebiestors are kind and considerate, but are notorious for their cruel streaks. Generally loveable, they're realistic enough to take the world only at face value.

SEBIESTOR MALE

Base Stats

Intelligence	7
Charisma	7
Perception	5
Memory	6
Willpower	6

Sebiestor males are contemplative and curious, charming and passionate. They are great tinkerers, but their inquisitive nature makes them ideal for any profession when they put their minds to it.

ANCESTRAL LINES

Each division of the Sebiestor bloodline is descended from three main ancestral stocks:

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Tinkerers

Skills	Attribute	
Engineering	Intelligence	4
Repair Systems		

The Sebiestors are the engineers and inventors of the Minmatars. They're especially adept at taking various ideas and techniques and molding them into their own special designs. Some Sebiestors seem to have an uncanny empathy with the way things work and tick, making them competent tinkerers.

Traders

Skills	Attribute	
Trade	Charisma	4
Repair Systems		

Many Sebiestor traders live like nomads and travel the width and breadth of the world in search of quick profit. They seldom settle down to exploit a prosperous trade route for long, always moving on to seek the big payoff that will make them rich beyond their wildest dreams.

Rebels

Skills	Attribute	
Navigation	Perception	3
Repair Systems	Willpower	1

Although most Minmatars are trying to establish some sort of a normal way of life since the Rebellion, many are not willing to forgive the Amarrians or forget their atrocities. Fighting to free the millions of Minmatars still enslaved by the Amarrians, the rebels are building hidden bases close to Armarrian borders.

SCHOOLING

Each member of the Minmatar Republic attends one of three schools:

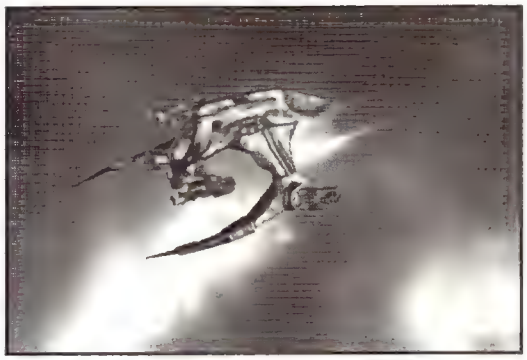
Republic Military School

The Republic Military School was, for a long time, the bastard child of the Minmatar educational system. It existed because it was perceived as needed, but it had no support. Most military personnel were Gallente-trained. But in recent years, as the Republic tries to assert its total independence, effort has been made to transform the RMS into a top-notch military school.

Pupils can choose one of two departments, and will learn the following skills in each:

Gunnery Skills Acquired
Targeting
Gunnery
Electronics

Operations Skills Acquired
Minmatar Frigate
Leadership
Spaceship Command



Republic University

The Republic University was founded by Minmatar immigrants as a show of support for the fledgling Republic shortly after its inception. The school is modeled after the University of Caille and based on the Gallentean educational system.

Pupils can choose one of two departments, and will learn the following skills in each:

Science Skills Acquired
Science
Analytical Mind
Research

Business Skills Acquired
Trade
Empathy
Social

Pator Tech School

Pator Tech School was founded on the principle of helping gifted Minmatar children be better qualified for high-level positions, something the republic was in dire need of when assembling a new government and administration virtually from scratch. This principle is intact to this day, even if the foundations of the republic were firmly set a long time ago.

Pupils can choose one of two departments, and will learn the following skills in each:

Engineering Skills Acquired
Engineering
Instant Recall
Science

Industry Skills Acquired
Industry
Mechanic
Mining

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The Brutor: Large and in Charge

BRUTOR FEMALE

Base Stats

Intelligence	4
Charisma	6
Perception	9
Memory	4
Willpower	7

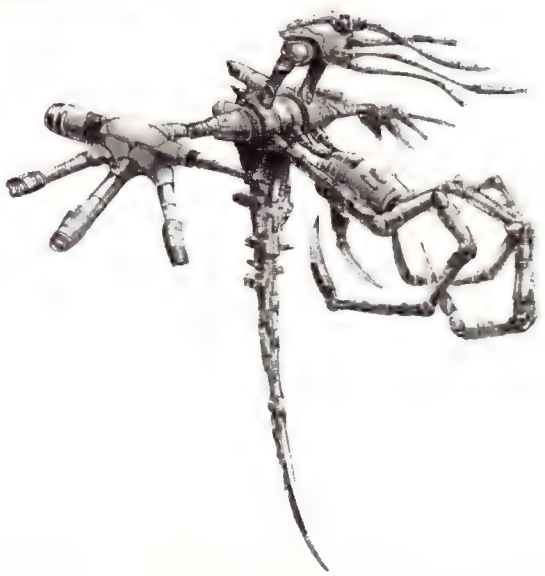
Brutor females are, in some ways, opposites of male Brutors. They're dominant, persistent, and egocentric. Their grace and beauty serve to aid them in these matters.

BRUTOR MALE

Base Stats

Intelligence	4
Charisma	6
Perception	9
Memory	4
Willpower	7

Male Brutors are patient, alert, and determined. Their thoughtful, deliberate manner gives them great situational awareness.



ANCESTRAL LINES

Each division of the Brutor bloodline is descended from three main ancestral stocks:

Workers

Skills	Attribute	
Industry	Memory	4
Afterburner		

Most Brutors have the modest background of working the fields, mines, and factories of the Republic (and before that, those of the Amarr Empire). Still, a lot of them take pride in their jobs and are expert craftsmen and builders.

Tribal Traditionalists

Skills	Attributes	
Leadership	Charisma	1
Afterburner	Willpower	3

The Brutor clan was treated harshly while the Minmatars were under the yoke of the Amarr Empire. This strengthens their bond with their cultural heritage, the only the thing Amarrians couldn't take away from them.

Slave Child

Skills	Attributes	
Small Energy Turret	Perception	2
Afterburner	Willpower	2

The millions of slaves in the Amarr Empire dream of escape, especially for their children. Every year thousands of newborn slave children are smuggled out of the Empire and into Minmatar space, where foster parents raise them.

SCHOOLING

As is the case with their freer counterparts, the Brutors attend the same schools of higher learning.

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Tribe-ulations

The Minmatar society is very much based on tribal society. There are seven major tribes or clans: Sebiestor, Krusual, Brutor, Vherokior, Nefantar, Thukker, and Starkmanir.

Of the seven clans, four make up the Minmatar Republic: Sebiestor, Krusual, Brutor and Vherokior. The Starkmanir tribe was almost totally destroyed by the Amarrians after a crushed rebellion four centuries ago, and only a handful remain as slaves within the Amarr Empire. The Nefantars collaborated with the Amarrians during the latter's control of the Minmatars. They were driven out alongside the Amarrians during the Minmatar Rebellion and today make up what's commonly known as the Ammatars. Lastly, the Thukkers are scattered throughout the world of EVE. Their tribal bonds are very loose, and many of them don't even consider themselves part of a tribe any longer. These people have rejected many of the strongest traditions of the Minmatars, such as the tattooing process.

Here is a brief description of three of the seven tribes. The Amarrians gave each tribe a nickname, meant to be derogatory, but which the tribes embraced as being complimentary of their respective talents and uniqueness.

Sebiestor

Nickname	The Sinister
Tribe Leader	Karin Midular
Physical Description	Slight build, with pale skin; simple tattoo forms (straight lines and clean patterns), but sometimes with flowing, symbolic signs

Brief History

The Sebiestor tribe hails from the inhospitable steppes of the Mikramurka continent in the northern artic region on Matar. The Sebiestors are the most technically inclined of the Minmatar

tribes and were at the forefront in the tentative space exploration program the Minmatars were undertaking just before the Amarrians arrived. Today, most of the Minmatar ships and stations are engineered by Sebiestors.

Brutor

Nickname	The Fierce
Tribe Leader	Wkumi Pol
Physical Description	Originating from the island-rich southern hemisphere of Matar, the Brutors have a swarthy appearance; they're larger and burlier than the other tribes, and their physical prowess can be frightening to face.

Brief History

The Brutor tribe and the Starkmanir tribe were once one and the same, living in the vast Eyniletti plains. Thousands of years ago, one of the sub-clans of this tribe traversed the Mioar strait and began settling the islands in the Mioar archipelago, moving ever southward. In the end, this sub-clan lost contact with their head tribe and the Brutor tribe emerged. The Amarrians enslaved the Brutors in droves, finding their physical strength to be ideal for manual labor. A considerable portion of the tribe is still enslaved in the Amarr Empire.

Krusual

Nickname	The Crafty
Tribe Leader	Tenerhaddi Dykon
Physical Description	The Krusuals are tall, with brown skin; their heads are shaved at the sides, with only a narrow hairline running from forehead to nape; tattoo motifs are flowing, often geometrical, seldom cluttered and always pleasing to the eye.

Brief History

The Krusual tribe initially inhabited the mountainous region of the upper Tronhadar valley on Matar. The other tribes regarded the Krusuals as the most barbaric of them all, but this belief stemmed more from ignorance about the intricate culture of the secluded Krusuals than from fact. The Amarrians had difficulties subduing the Krusuals during their conquest of the Minmatars, and the unruly Krusuals in their mountain bases were always a thorn in the Amarrian side.

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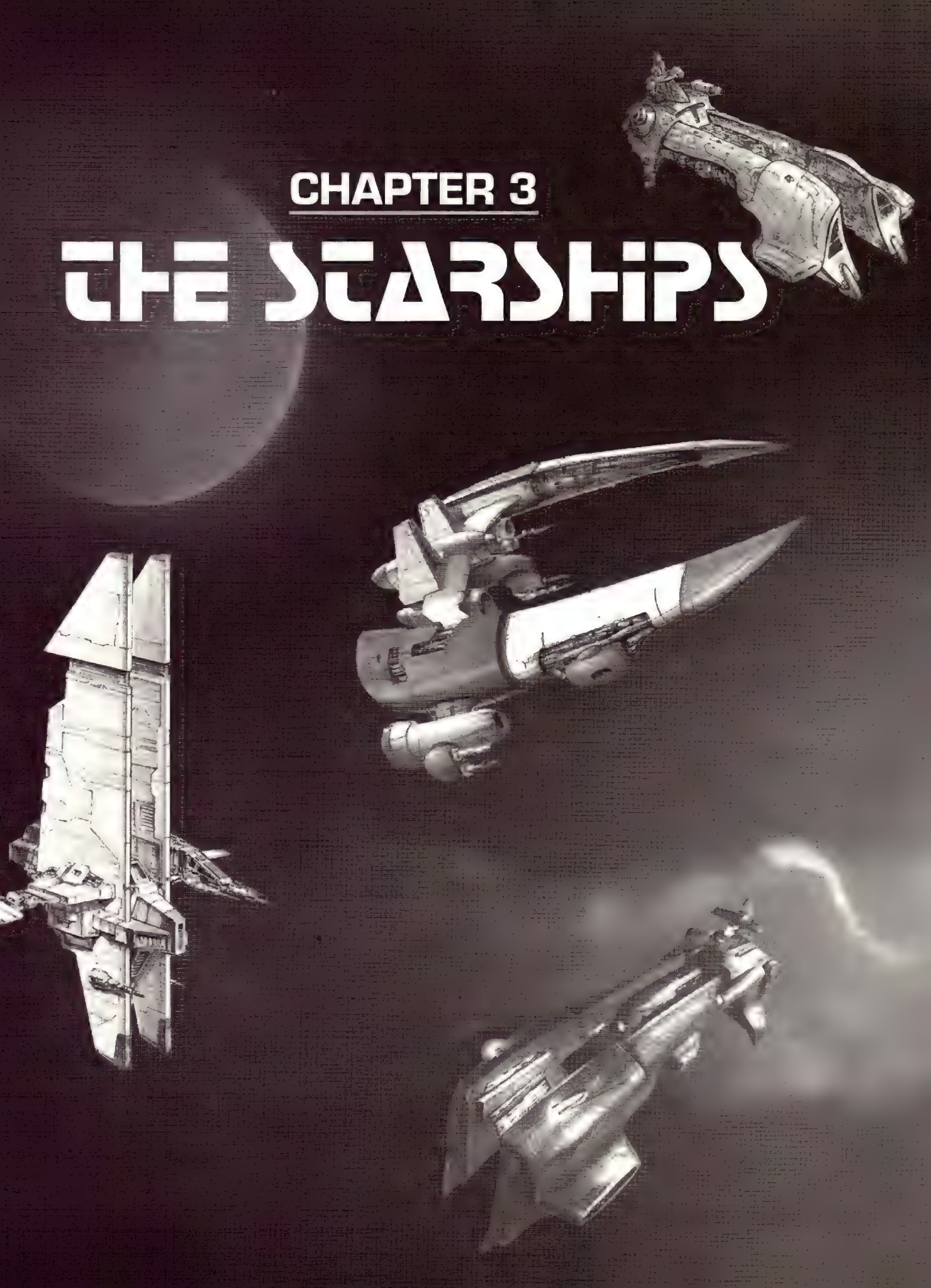
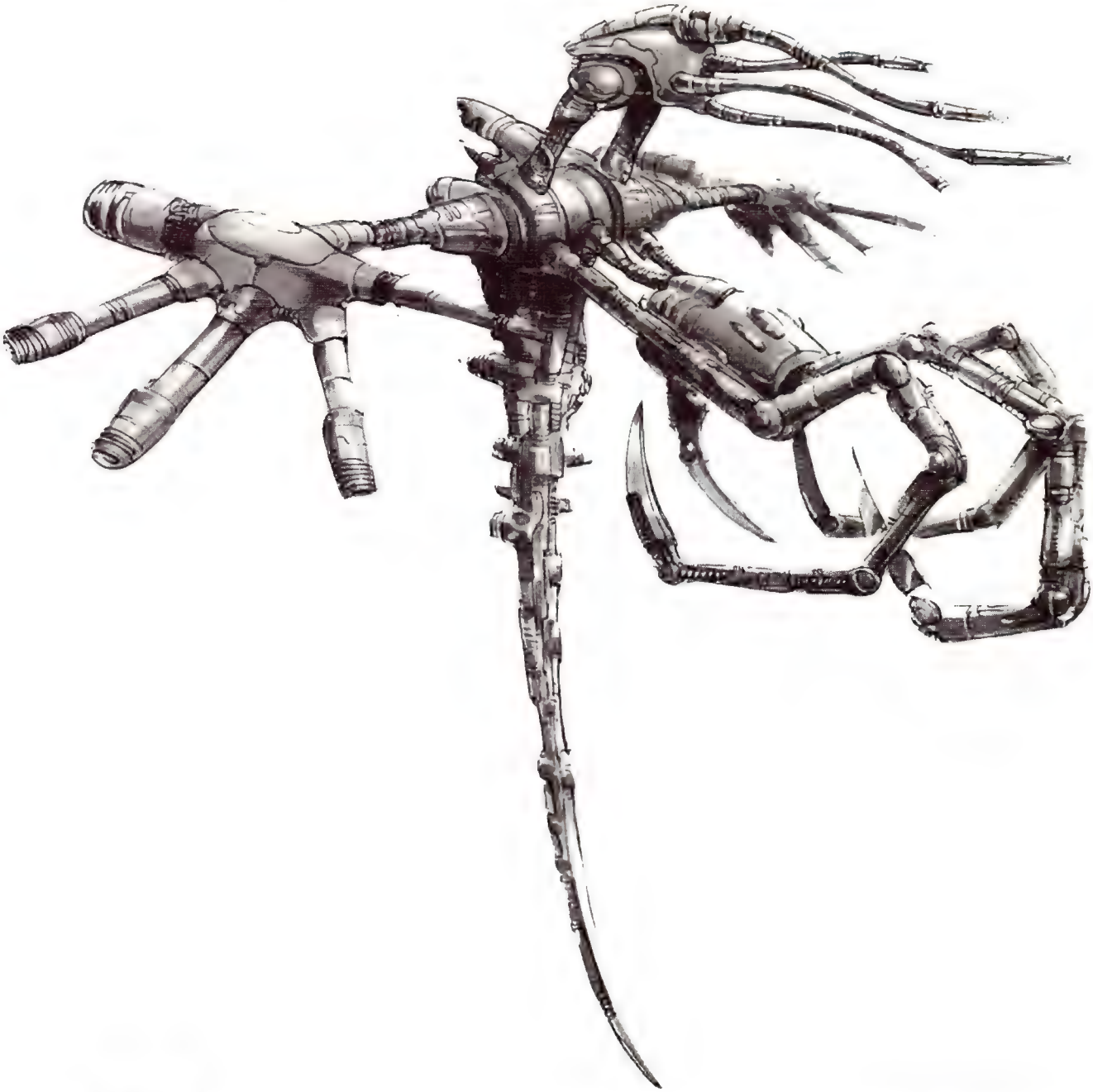


CHAPTER 3
THE STARSHIPS

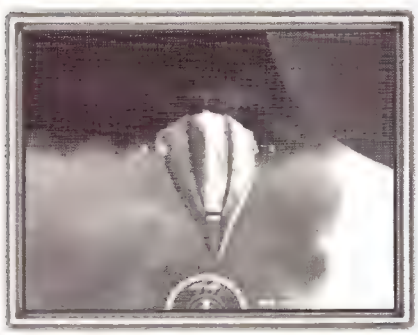
THE AMARR FLEET



While the Amarr fleet does not rely on its ships' appearance to strike fear into the hearts of its enemies, it features a balanced fleet and the Apocalypse and Armageddon-class Battleships to even the odds. Rounded out by a large swath of Frigates, the Amarr fleet is one of the easier ones to move up in model quickly while still getting solid bang for your hard-earned buck.

Frigates

IMPAIROR (Rookie Trade Vessel)



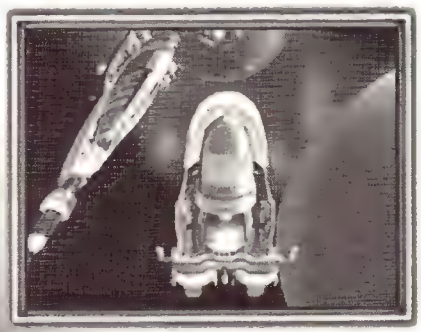
The Impairor-class frigate has been mass-produced by the Amarr Empire for decades. It is the common most space vessel sighted within Imperial boundaries and is used as a common trade vessel and as a small-scale slave transport.

Special: -5% Duration discount on Mining Turrets

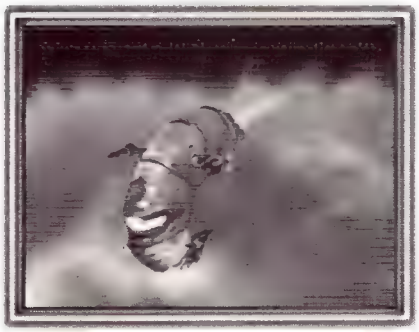
Ship Stats

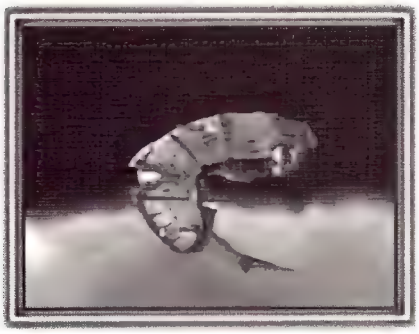
Mass:	2,810,000
Agility:	2.5
Volume:	28,100
Radius:	39
HP:	45
Max Velocity:	249
Capacity:	120
Max Passengers:	10
High Slots:	2
Med Slots:	1
Low Slots:	2
Turret Slots Left:	2
Launcher Slots Left:	NA

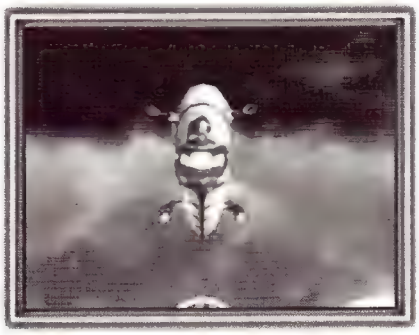
Drone Capacity:	50
Power Core:	10 MW Fusion Power core
Capacitor:	Capacitor 100
Shield:	50 Mp Shield
Sensor:	LADAR - Civilian Array
Armor:	100mm Rolled Tungsten
Computer:	75 Tf NanoElectrical Computer
Weapon:	Civilian Gatling Pulse Laser
Mining:	Basic Miner



TORMENTOR (Rookie Combat Vessel)







Tormentors have been in service for decades, primarily as scout and surveillance ships. The Tormentor isn't big enough to cut it as a battle frigate, but as with most Amarr ships its strong defenses make it a tough opponent to crack. This feature—and because of the way it appears to curl around itself—has earned the Tormentor the nickname "Armadillo."

Special: +5% Tracking Speed bonus on (EnergyWeapons) turrets

Ship Stats

Mass:	2,820,000
Agility:	3.3
Volume:	24,398
Radius:	30.68
HP:	50
Max Velocity:	252
Capacity:	235
Max Passengers:	10
High Slots:	2
Med Slots:	1

Low Slots:	3
Turret Slots Left:	2
Launcher Slots Left:	NA
Drone Capacity:	150
Power Core:	15 MW Fusion Power core
Capacitor:	Capacitor 100
Shield:	50 Mp Shield
Sensor:	Magnetometrics - Explorer Array
Armor:	125mm Rolled Tungsten
Computer:	100 Tf NanoElectrical Computer
Weapon:	NA
Mining:	NA

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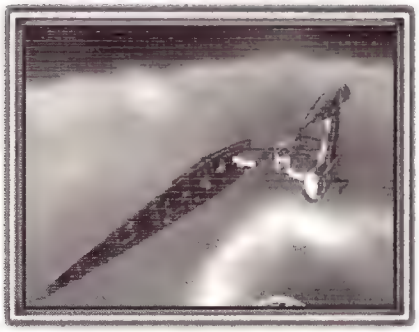
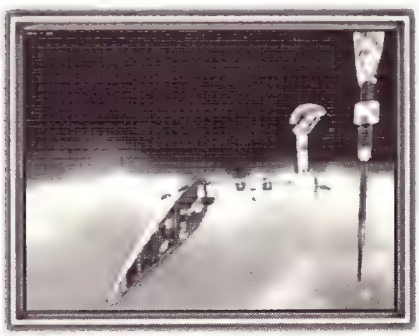
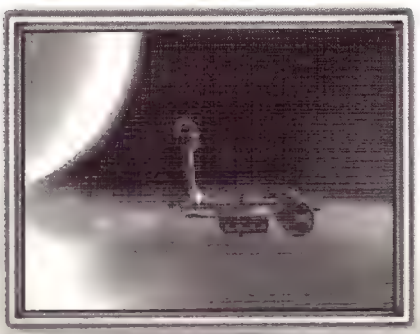
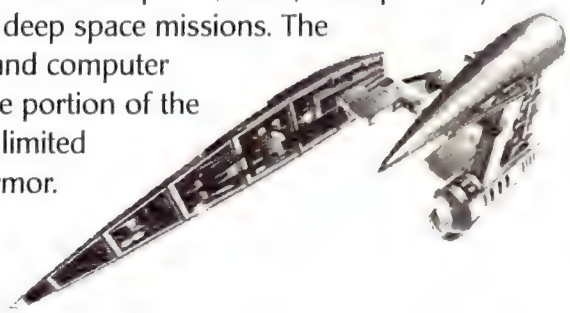
CRUCIFIER (E-Warfare)







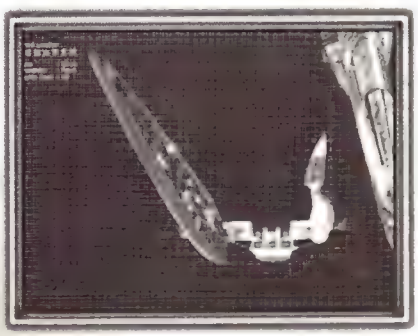
The Crucifier is designed as an explorer/scout, used primarily as a science vessel for deep space missions. The Crucifier's electronics and computer systems take up a large portion of the internal space, leaving limited room for cargo and armor.



Special: -20% CPU need discount using Jump Scramblers (warp scramblers)

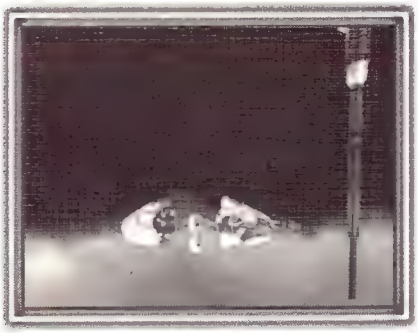
Ship Stats

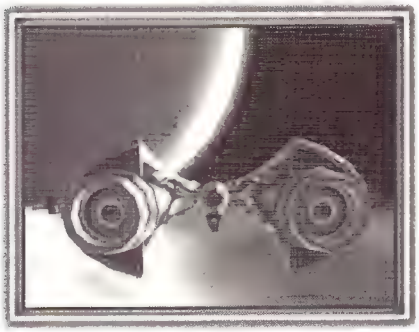
Mass:	2,810,000
Agility:	2.5
Volume:	28,100
Radius:	39
HP:	85
Max Velocity:	255
Capacity:	165
Max Passengers:	15
High Slots:	2
Med Slots:	3



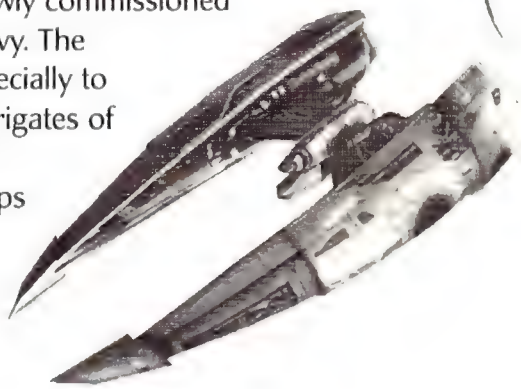
Low Slots:	3
Turret Slots Left:	2
Launcher Slots Left:	NA
Drone Capacity:	150
Power Core:	25 MW Fusion Power core
Capacitor:	Capacitor 200
Shield:	175 Mp Shield
Sensor:	Magnetometrics - Explorer Array
Armor:	175mm Rolled Tungsten
Computer:	175 Tf NanoElectrical Computer
Weapon:	NA
Mining:	NA

EXECUTIONER (Versatile)





The Executioner is another newly commissioned ship of the Amarr Imperial Navy. The Executioner was designed especially to counter the small, fast raider frigates of the Minmatar Republic, and is different from most Amarr ships because it favors speed over defenses. With the Executioner, the Amarrians have expanded their tactical capabilities on the battlefield.



Special: -10% Duration discount using Energy Vampire

Ship Stats

Mass:	2,810,000
Agility:	3.8
Volume:	28,100
Radius:	13
HP:	60
Max Velocity:	323
Capacity:	135
Max Passengers:	8

High Slots:	3
Med Slots:	2
Low Slots:	2
Turret Slots Left:	2
Launcher Slots Left:	1
Drone Capacity:	100
Power Core:	20 MW Fusion Power core
Capacitor:	Capacitor 125
Shield:	75 Mp Shield
Sensor:	RADAR - Military Array
Armor:	175mm Rolled Tungsten
Computer:	100 Tf NanoElectrical Computer
Weapon:	NA
Mining:	NA

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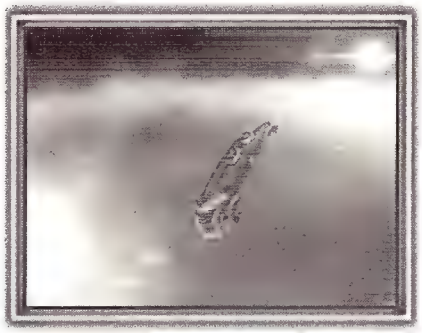
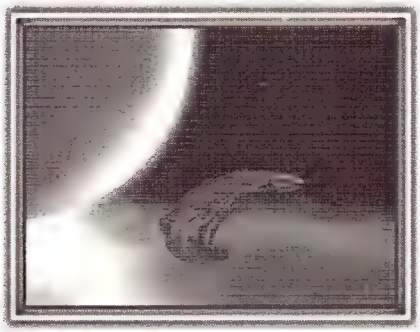
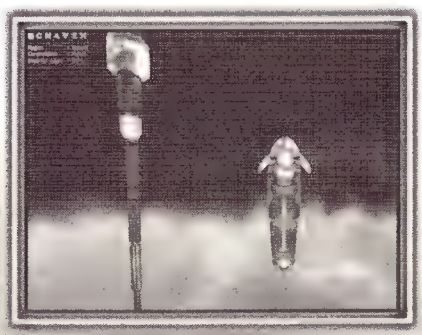
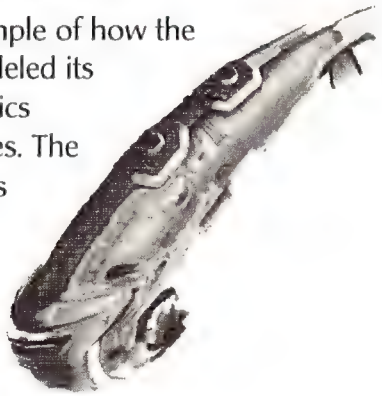
INQUISITOR (Missile Boat, Cargo)









The Inquisitor is another example of how the Amarr Imperial Navy has modeled its design to counter specific tactics employed by the other empires. The Inquisitor is pretty standard as Amarr ships go in most respects: good defenses but lacking in mobility. Its arsenal is mostly missile based, something the Caladari are fond of but uncommon in other Amarr craft.

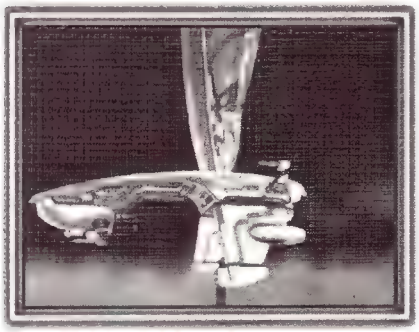
Special: +15% Shield bonus using Shield Boosters

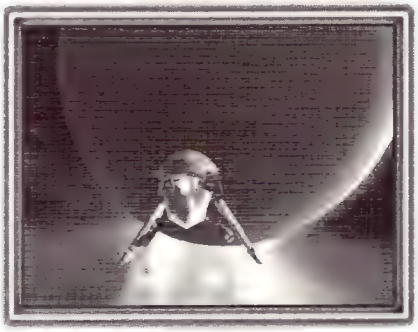
Ship Stats

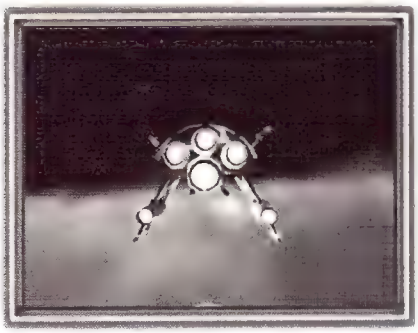
Mass:	2,870,000
Agility:	2.5
Volume:	28,700
Radius:	20.5
HP:	115
Max Velocity:	237
Capacity:	315
Max Passengers:	14

High Slots:	3
Med Slots:	1
Low Slots:	4
Turret Slots Left:	NA
Launcher Slots Left:	3
Drone Capacity:	150
Power Core:	30 MW Fusion Power core
Capacitor:	Capacitor 200
Shield:	175 Mp Shield
Sensor:	Magnetometrics - Explorer Array
Armor:	250mm Rolled Tungsten
Computer:	125 Tf NanoElectrical Computer
Weapon:	NA
Mining:	NA

PUNISHER (Combat)







The Amarr Imperial Navy has been upgrading many of its ships in recent years and adding new ones, including the Punisher. The Punisher is one of the largest and most powerful of the Amarrian frigates. As witnessed by its heavy armaments, the Punisher is mainly intended for large-scale military operations acting in coordination with larger military vessels.

Special: +20% TrackingSpeed bonus on (EnergyWeapon) turrets

Ships Stats

Mass:	2,860,000
Agility:	2.5
Volume:	28,600
Radius:	40
HP:	150
Max Velocity:	225
Capacity:	135
Max Passengers:	12
High Slots:	4
Med Slots:	2

Low Slots:	4
Turret Slots Left:	3
Launcher Slots Left:	1
Drone Capacity:	250
Power Core:	35 MW Fusion Power core
Capacitor:	Capacitor 250
Shield:	250 Mp Shield
Sensor:	Magnetometrics - Military Array
Armor:	250mm Rolled Tungsten
Computer:	150 Tf NanoElectrical Computer
Weapon:	NA
Mining:	NA

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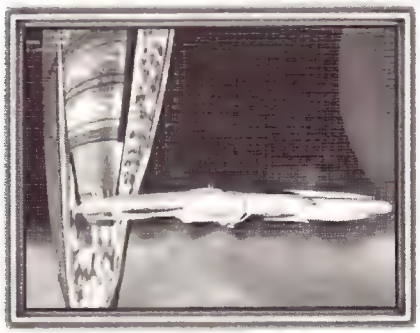
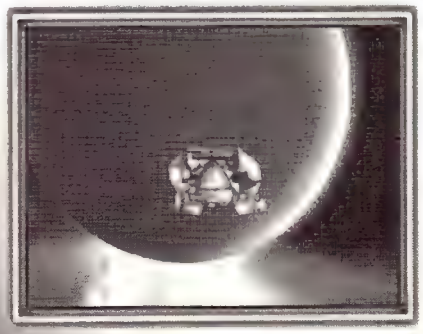
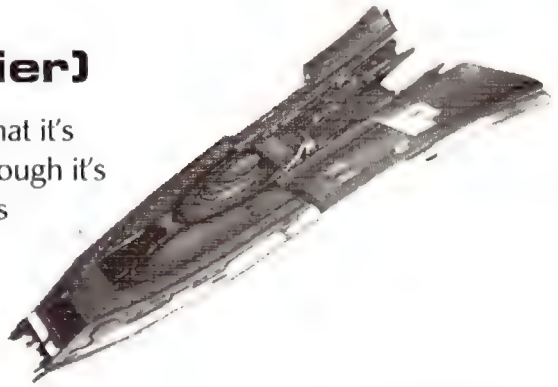
Cruisers

ARBITRATOR (Drone Carrier)





The Arbitrator is unusual in that it's primarily a drone carrier. Although it's not the best carrier around, its superior armor means it has greater durability than most ships in its class.



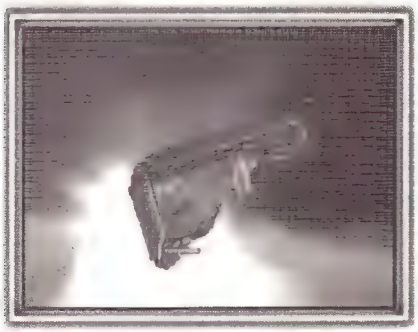
Special: -30% Duration discount using Hull Repair units

Ship Stats

Mass:	12,000,000
Agility:	1.5
Volume:	120,000
Radius:	192
HP:	415
Max Velocity:	165
Capacity:	345
Max Passengers:	450
High Slots:	4
Med Slots:	4
Low Slots:	5
Turret Slots Left:	3

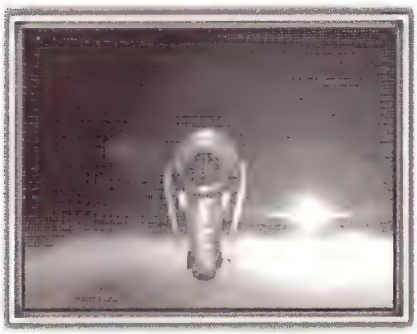
Launcher Slots Left:	1
Drone Capacity:	700
Power Core:	450 MW Fusion Power core
Capacitor:	Capacitor 450
Shield:	375 Mp Shield
Sensor:	Magnetometrics - Explorer Array
Armor:	425mm Rolled Tungsten
Computer:	250 Tf NanoElectrical Computer
Weapon:	NA
Mining:	NA

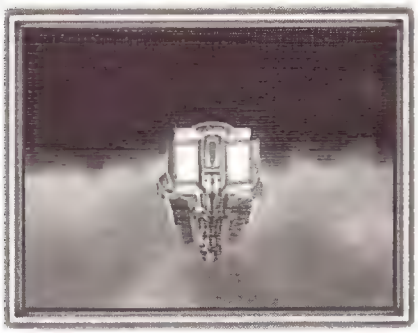
AUGUROR (Scout)

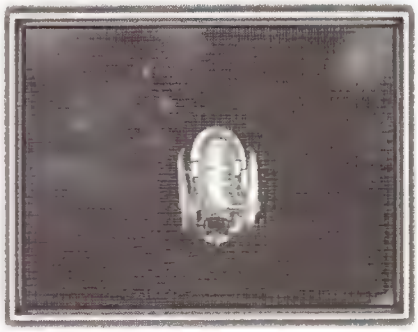


The Auguror-class cruiser is one of the old warhorses of the Amarr Empire, having seen action in both the Jovian War and the Minmatar Rebellion. It is mainly used by the Amarrians for escort and scouting duties where frigates are deemed too weak. Like most Amarrian vessels, the Auguror depends first and foremost on its resilience and heavy armor to escape unscathed from unfriendly encounters.

Special: +30% Ship Scan Range bonus using Ship Scanners







Ship Stats

Mass:	11,500,000
Agility:	1.5
Volume:	115,000
Radius:	91.59
HP:	350
Max Velocity:	185
Capacity:	465
Max Passengers:	320

High Slots:	4
Med Slots:	3
Low Slots:	5
Turret Slots Left:	4
Launcher Slots Left:	2
Drone Capacity:	350
Power Core:	400 MW Fusion Power core
Capacitor:	Capacitor 350
Shield:	375 Mp Shield
Sensor:	LADAR - Military Array
Armor:	375mm Rolled Tungsten
Computer:	225 Tf NanoElectrical Computer
Weapon:	NA
Mining:	NA

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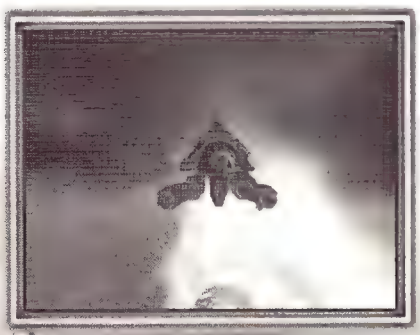
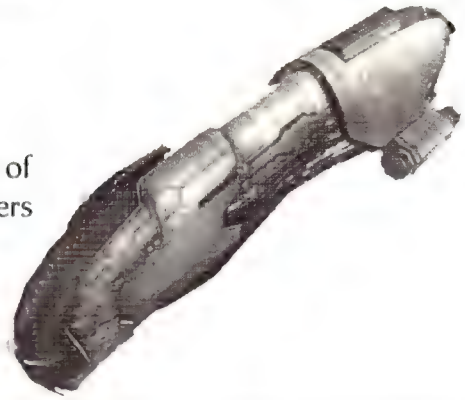
OMEN (Combat)





The Omen is a good example of the sturdy and powerful cruisers of the Amarr. With multiple turret hardpoints, it has been known as the "flying fortress" of the Amarr Fleet.

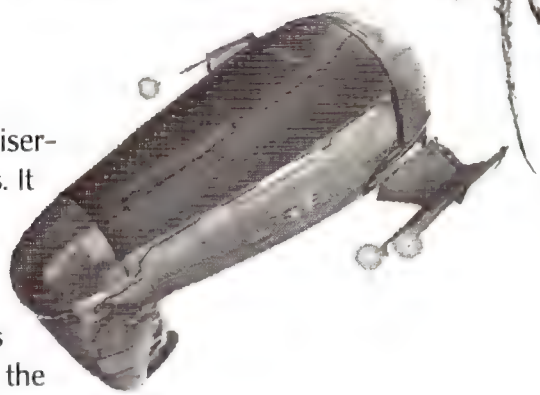
Special: -20% CPU need discount using (EnergyWeapon) turrets

Ship Stats

Mass:	11,800,000
Agility:	1.5
Volume:	118,000
Radius:	134.43
HP:	475
Max Velocity:	170
Capacity:	450
Max Passengers:	800
High Slots:	6
Med Slots:	3
Low Slots:	6
Turret Slots Left:	5
Launcher Slots Left:	3
Drone Capacity:	450

Power Core:	500 MW Fusion Power core
Capacitor:	Capacitor 450
Shield:	500 Mp Shield
Sensor:	RADAR - Military Array
Armor:	425mm Rolled Tungsten
Computer:	250 Tf NanoElectrical Computer
Weapon:	NA
Mining:	NA

MALLER (Combat)



The Maller is the largest cruiser-class used by the Amarrians. It is mainly used for military duty, although a few can be found in the private sector acting as escort ships for important dispatches. In the Amarr Imperial Navy, the Maller is commonly used as the spearhead for large military operations.

Special: +25% TrackingSpeed bonus on (EnergyWeapon) turrets

Ship Stats

Mass:	11,800,000
Agility:	1.5
Volume:	118,000
Radius:	134.43
HP:	500
Max Velocity:	155
Capacity:	280
Max Passengers:	500
High Slots:	6
Med Slots:	4
Low Slots:	6
Turret Slots Left:	6

Launcher Slots Left:	4
Drone Capacity:	400
Power Core:	600 MW Fusion Power core
Capacitor:	Capacitor 550
Shield:	500 Mp Shield
Sensor:	Magnetometrics - Military Array
Armor:	500mm Rolled Tungsten
Computer:	300 Tf NanoElectrical Computer
Weapon:	NA
Mining:	NA

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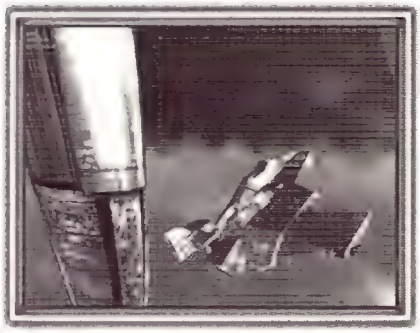
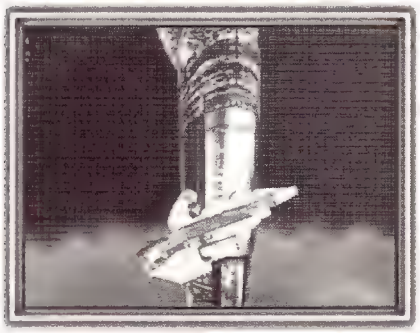
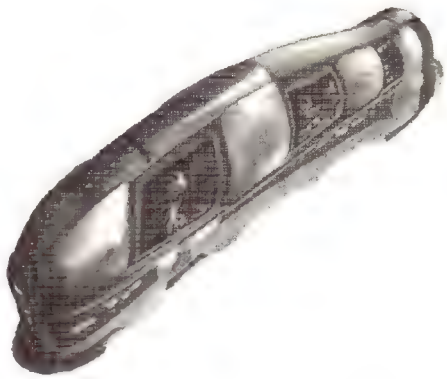
INDUSTRIALS





BESTOWER



For decades, the Bestower has been used by the Empire as a slave transport—shipping human labor forces between cultivated planets in Imperial space. As a proof of how reliable this class has proven through the years, the Emperor has used upgraded versions of this class as transports of the Imperial Treasury.

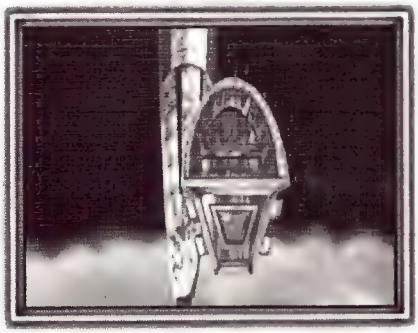
Special: -30% Duration discount using Armor Repair Units

Ship Stats

Mass:	112,000,000
Agility:	0.01607
Volume:	1,120,000
Radius:	660
HP:	400
Max Velocity:	110
Capacity:	3,200
Max Passengers:	300
High Slots:	2
Med Slots:	3

Low Slots:	6
Turret Slots Left:	1
Launcher Slots Left:	NA
Drone Capacity:	0
Power Core:	20 MW Fusion Power core
Capacitor:	Capacitor 450
Shield:	100 Mp Shield
Sensor:	RADAR - Explorer Array
Armor:	375mm Rolled Tungsten
Computer:	125 Tf NanoElectrical Computer
Weapon:	NA
Mining:	NA

Battleships



APOCALYPSE

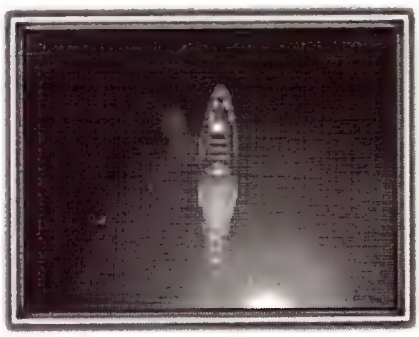
Only those in high favor with the Holy Emperor can earn the reward of getting to command one of the majestic and powerful Apocalypse-class battleships. These metallic monstrosities see to it that the word of the Emperor is carried out among the tenants of the Empire and beyond.

Special: -25% CPU need discount using (EnergyWeapon) turrets

Ship Stats

Mass:	115,000,000
Agility:	0.18
Volume:	1,150,000
Radius:	400
HP:	280
Max Velocity:	130
Capacity:	900
Max Passengers:	999
High Slots:	5
Med Slots:	5
Low Slots:	5

Turret Slots Left:	8
Launcher Slots Left:	5
Drone Capacity:	3,000
Power Core:	18.5 GW Fusion Power core
Capacitor:	Capacitor 1,500
Shield:	1,875 Mp Shield
Sensor:	LADAR - Civilian Array
Armor:	1,000mm Rolled Tungsten
Computer:	600 Tf NanoElectrical Computer
Weapon:	Dual Heavy Pulse Laser I
Mining:	NA



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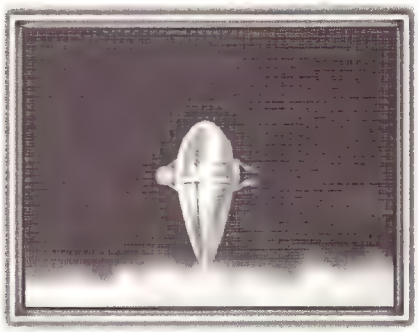
ARMAGEDDON



The mighty Armageddon class is the head warship of the Amarr Empire. Its heavy armaments and strong front are especially designed to cruise into battle like a juggernaut and deliver swift justice in the name of the Emperor.

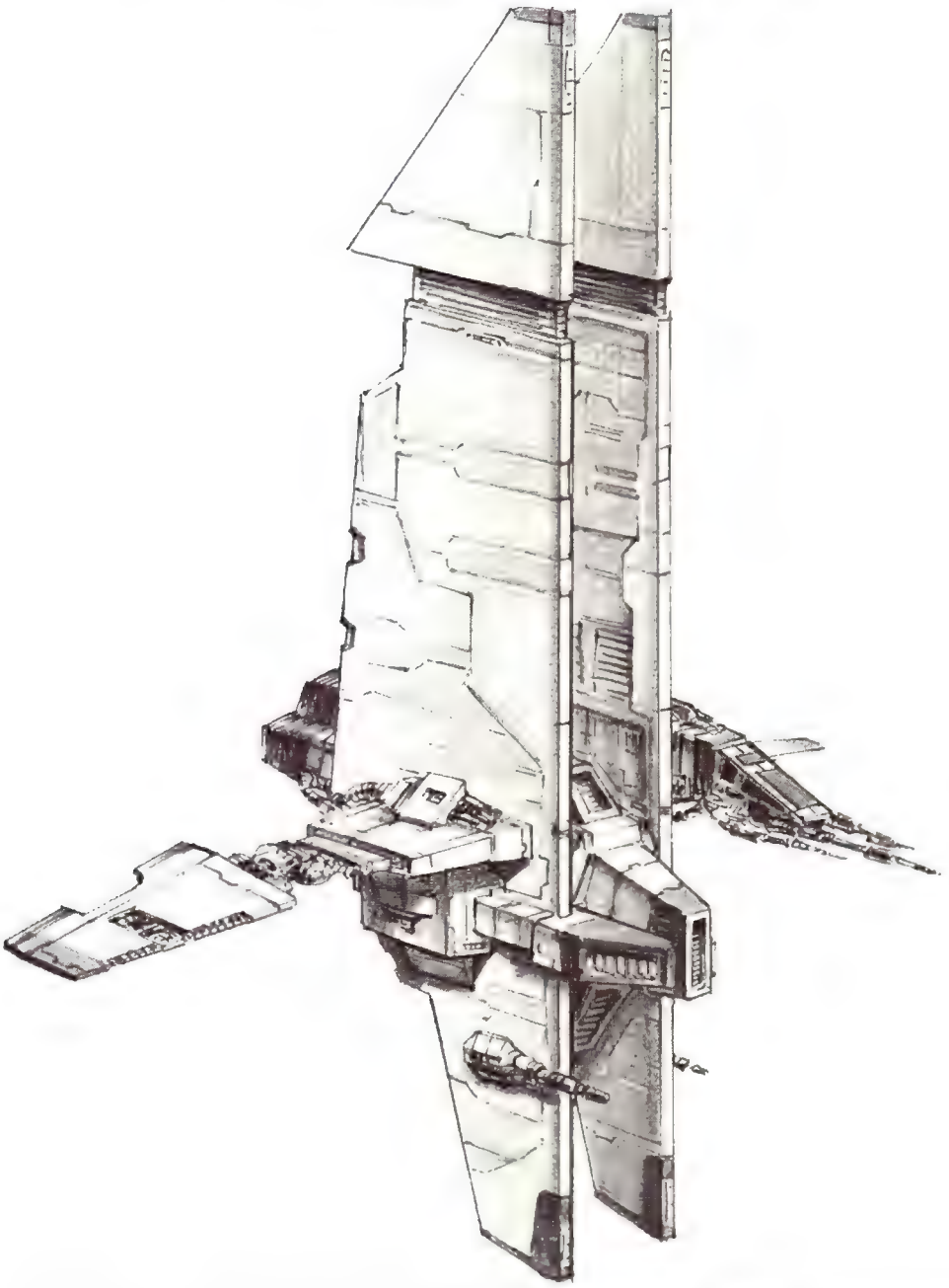
Special: +20% Shield bonus using Shield Boosters

Ship Stats

Mass:	110,000,000
Agility:	0.18
Volume:	1,100,000
Radius:	250
HP:	270
Max Velocity:	130
Capacity:	700
Max Passengers:	1,000
High Slots:	5
Med Slots:	5
Low Slots:	5
Turret Slots Left:	7
Launcher Slots Left:	5
Drone Capacity:	2,500

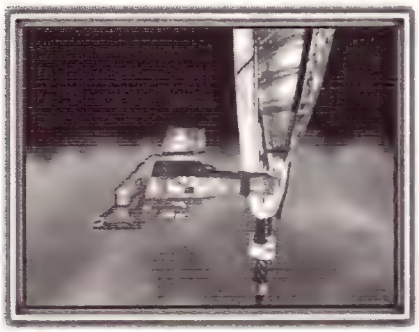
Power Core:	18.5 GW Fusion Power core
Capacitor:	Capacitor 1250
Shield:	2,400 Mp Shield
Sensor:	LADAR - Civilian Array
Armor:	750mm Titanium Diborite
Computer:	600 Tf NanoElectrical Computer
Weapon:	Dual Heavy Pulse Laser I
Mining:	NA

THE CALDARI FLEET



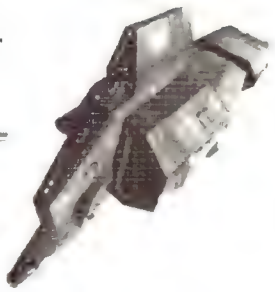
From the lowly, resolute Ibis to the massive, planet-shaking Raven, Caldari ships take their inspiration from various species of earth-bred avian. Not a few of them take their inspiration from birds of prey such as the Condor or even birds of ancient myth such as the mighty Griffin (a half eagle; half lion monstrosity). Not only can the names be intimidating, but the design of each ship is crafted to aid its namesake in psychological warfare, while their complement of onboard cannons and missiles see to the more practical matter of a foe's destruction.

Frigates



IBIS (Rookie Trade Vessel)

The Caldari Ibis frigate is a small, bulky, and reliable frigate fitting well as a cargo hauler or small-scale miner.

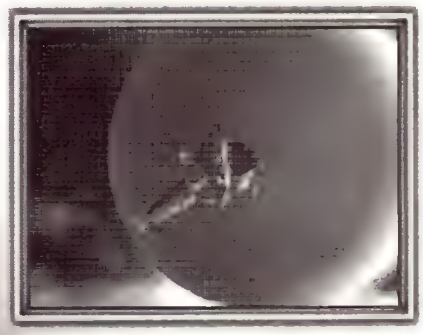


Special: -5% Duration discount on Mining Turrets

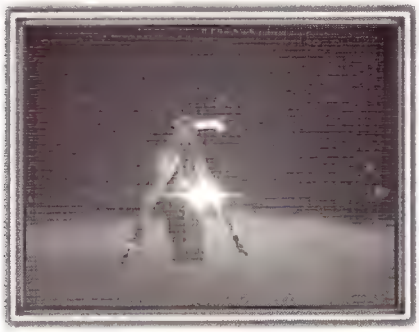
Ship Stats

Mass:	1,500,100
Agility:	2.5
Volume:	15,000
Radius:	47
HP:	35
Max Velocity:	240
Capacity:	120
Max Passengers:	9
High Slots:	2
Med Slots:	2
Low Slots:	1
Turret Slots Left:	2
Launcher Slots Left:	NA
Drone Capacity:	50

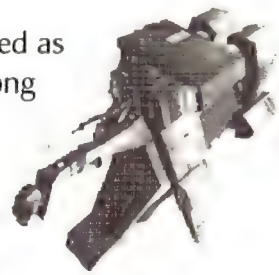
Power Core:	10 MW Fusion Power core
Capacitor:	Capacitor 100
Shield:	50 Mp Shield
Sensor:	Gravimetrics - Civilian Array
Armor:	100mm Titanium Diborite
Computer:	75 Tf NanoMechanical Computer
Weapon:	Civilian Gatling Railgun
Mining:	Basic Miner



BANTAM (Rookie Combat Vessel)



The Bantam is a strong and sturdy craft, best outfitted as a light combat vessel. The Bantam class has, for a long while, been used by Caldari corporation sub-branches as a security vessel.

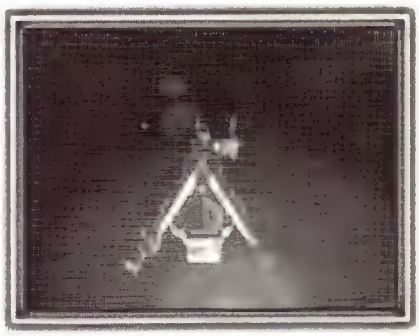


Special: +10% Shield bonus using Shield Boosters

Ship Stats

Mass:	2,000,000
Agility:	1.6
Volume:	20,000
Radius:	31
HP:	40
Max Velocity:	257
Capacity:	235
Max Passengers:	3
High Slots:	2
Med Slots:	2
Low Slots:	2
Turret Slots Left:	2
Launcher Slots Left:	1
Drone Capacity:	150
Power Core:	15 MW Fusion Power core

Capacitor:	Capacitor 100
Shield:	75 Mp Shield
Sensor:	Gravimetrics - Military Array
Armor:	100mm Titanium Diborite
Computer:	100 Tf Quantum Computer
Weapon:	NA
Mining:	NA



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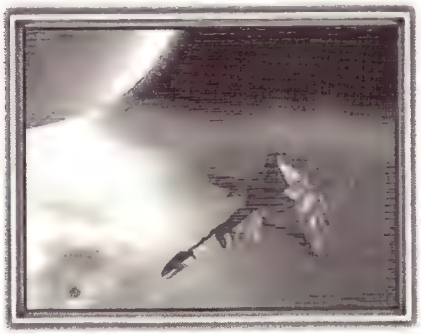
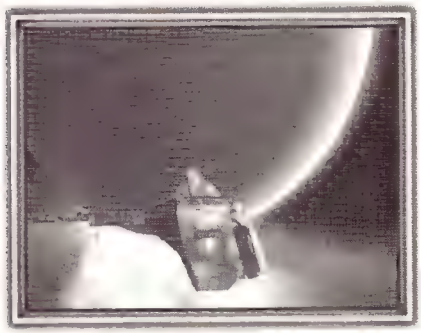
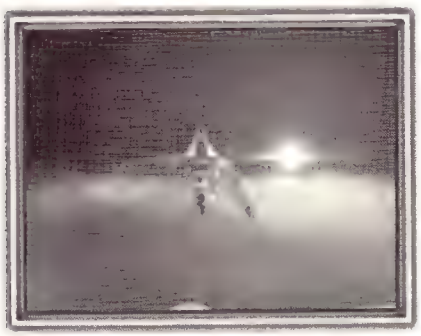
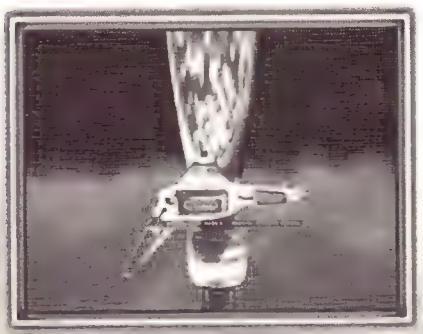
CONDOR (Versatile)









The Caldari Condor is fast and agile and can be used for all kinds of operations because of its extremely versatile nature: from a light combat ship to speedy scout craft, it can be used to fit all manner of situations.

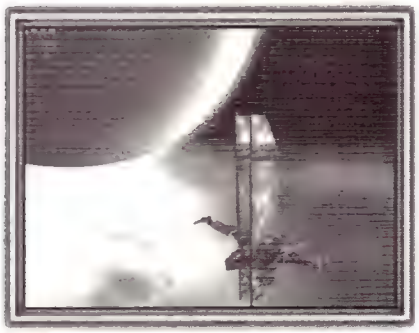
Special: -10% Duration discount on Afterburners

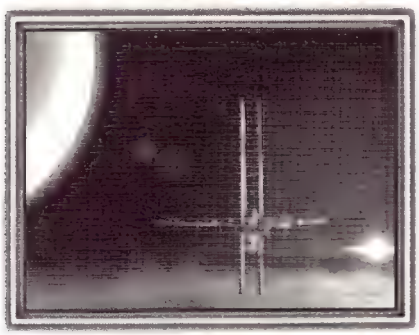
Ship Stats

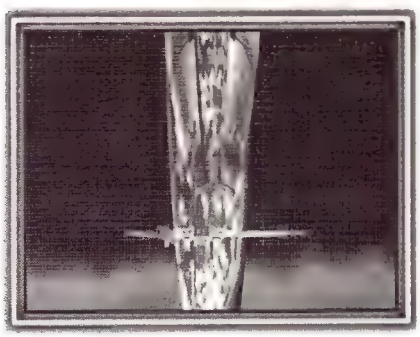
Mass:	1,800,000
Agility:	2.2
Volume:	18,000
Radius:	33
HP:	45
Max Velocity:	270
Capacity:	150
Max Passengers:	8
High Slots:	2
Med Slots:	2
Low Slots:	2
Turret Slots Left:	1
Launcher Slots Left:	2
Drone Capacity:	100

Power Core:	20 MW Fusion Power core
Capacitor:	Capacitor 125
Shield:	125 Mp Shield
Sensor:	Gravimetrics - Recon Array
Armor:	100mm Titanium Diborite
Computer:	100 Tf Quantum Computer
Weapon:	NA
Mining:	NA

HERON (Scout, Miner)







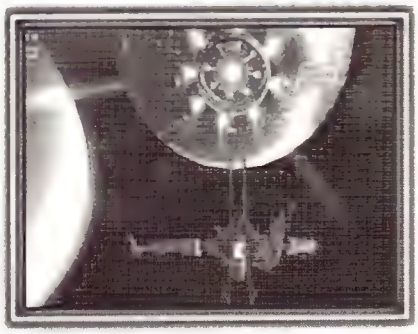
The Heron is an agile and fragile ship with a small cargo hold. Its power and computer systems are good for using electronic modules and mining turrets.

Special: -10% Duration discount on Mining Turrets

Ship Stats

Mass:	1,612,000
Agility:	2.5
Volume:	16,120
Radius:	47
HP:	55
Max Velocity:	270
Capacity:	145
Max Passengers:	2
High Slots:	2
Med Slots:	3
Low Slots:	1
Turret Slots Left:	1
Launcher Slots Left:	2
Drone Capacity:	100

Power Core:	20 MW Fusion Power core
Capacitor:	Capacitor 150
Shield:	175 Mp Shield
Sensor:	Gravimetrics - A.D.A.T Array
Armor:	125mm Titanium Diborite
Computer:	150 Tf Photonic Computer5
Weapon:	NA
Mining:	NA



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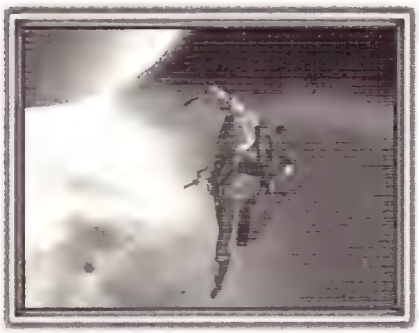
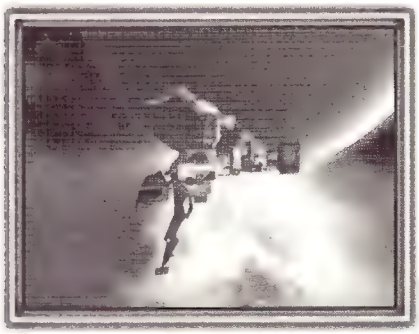
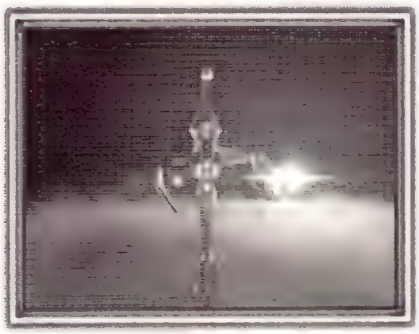
GRIFFIN (E-Warfare)



The Griffin is one of the most adaptable of Caldari ships. It can take several upgrades, making it supremely adaptable for a wide array of circumstances and has a module capacity very few in its class can match.

Special: +20% WarpScrambleRange bonus using Jump Scramblers (warp scramblers)

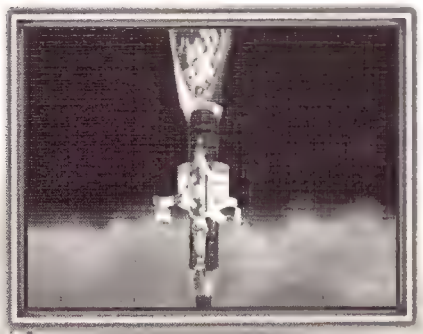




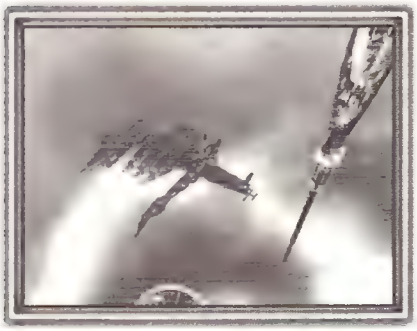
Ship Stats

Mass:	1,940,000
Agility:	2.4
Volume:	19,400
Radius:	42.93
HP:	55
Max Velocity:	255
Capacity:	160
Max Passengers:	6
High Slots:	3
Med Slots:	4
Low Slots:	1
Turret Slots Left:	2
Launcher Slots Left:	2
Drone Capacity:	150

Power Core:	25 MW Fusion Power core
Capacitor:	Capacitor 200
Shield:	250 Mp Shield
Sensor:	Gravimetrics - Recon Array
Armor:	125mm Titanium Diborite
Computer:	175 Tf Quantum Computer
Weapon:	NA
Mining:	NA



KESTREL (Missile Boat, Cargo)



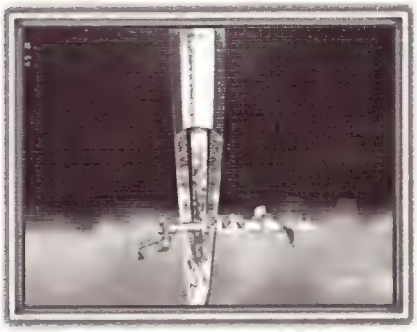
The Kestrel is a heavy missile boat with a large cargo space. It has been used by the Caldari Navy and by several wealthy trade corporations as a cargo-hauling vessel, albeit one with an impressive range of enemy deterrents.

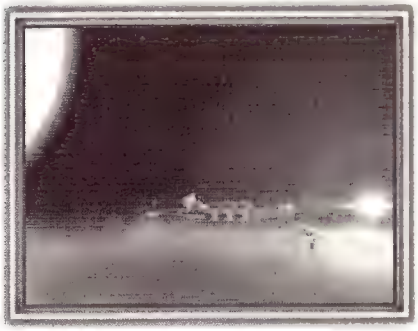
Special: +20% Shield bonus using Shield Boosters

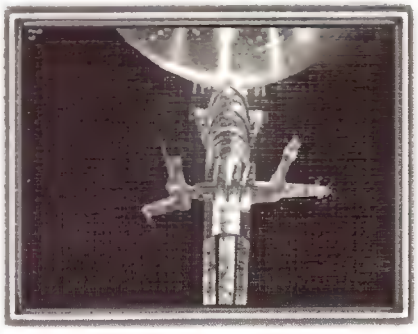
Ship Stats

Mass:	1,970,000
Agility:	2.5
Volume:	19,700
Radius:	45.98
HP:	75
Max Velocity:	250
Capacity:	305
Max Passengers:	6
High Slots:	4
Med Slots:	3
Low Slots:	2
Turret Slots Left:	NA
Launcher Slots Left:	4
Drone Capacity:	150

Power Core:	30 MW Fusion Power core
Capacitor:	Capacitor 200
Shield:	250 Mp Shield
Sensor:	Gravimetrics - Recon Array
Armor:	175mm Titanium Diborite
Computer:	125 Tf Quantum Computer
Weapon:	NA
Mining:	NA







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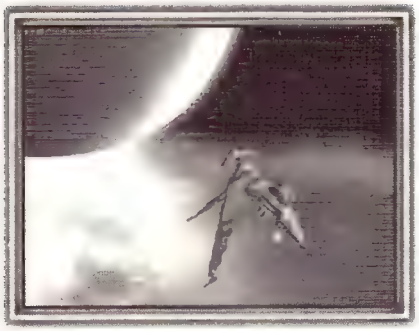
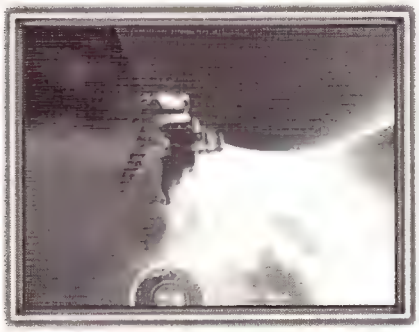
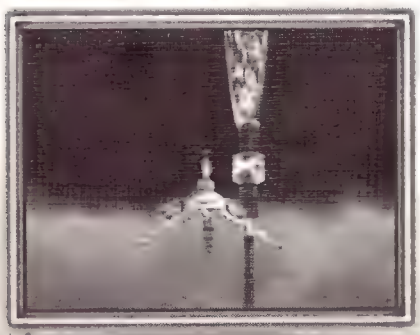
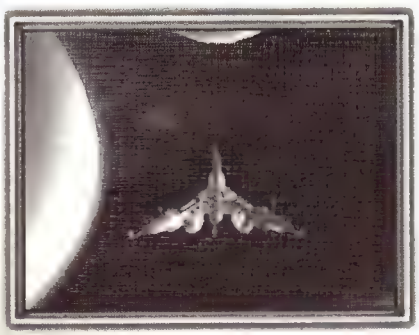
MERLIN (Combat)









The Merlin is the most powerful all-out combat frigate of the Caldari. It is highly valued for its versatility in using both missiles and turrets.

Special: +20% TrackingSpeed bonus on Hybrid Weapons (Railguns)

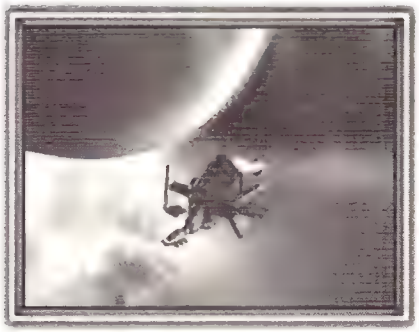
Ship Stats

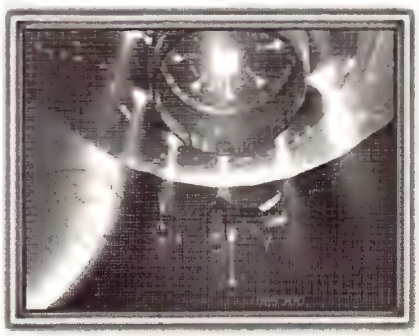
Mass:	1,650,000
Agility:	2.5
Volume:	16,500
Radius:	39
HP:	100
Max Velocity:	226
Capacity:	130
Max Passengers:	5
High Slots:	4
Med Slots:	4
Low Slots:	2
Turret Slots Left:	3
Launcher Slots Left:	2
Drone Capacity:	150
Power Core:	35 MW Fusion Power core

Capacitor:	Capacitor 250
Shield:	300 Mp Shield
Sensor:	Gravimetrics - Military Array
Armor:	250mm Titanium Diborite
Computer:	150 Tf Quantum Computer
Weapon:	NA
Mining:	NA

Cruisers

Osprey





The Osprey offers excellent versatilty and power for its low price.

Special: +25% Shield bonus using Shield Boosters

Ship Stats

Mass:	10,700,000
Agility:	1.5
Volume:	107,000
Radius:	221.9
HP:	305
Max Velocity:	165
Capacity:	485
Max Passengers:	500
High Slots:	4
Med Slots:	5
Low Slots:	3
Turret Slots Left:	3
Launcher Slots Left:	3
Drone Capacity:	400
Power Core:	400 MW Fusion Power core
Capacitor:	Capacitor 350

Shield:	375 Mp Shield
Sensor:	Gravimetrics - Civilian Array
Armor:	375mm Titanium Diborite
Computer:	225 Tf Quantum Computer
Weapon:	NA
Mining:	NA

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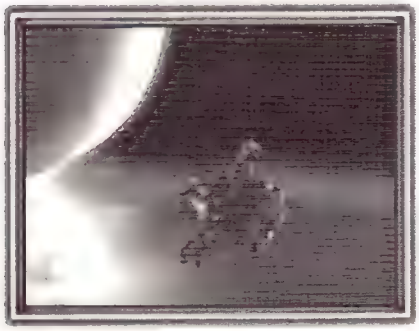
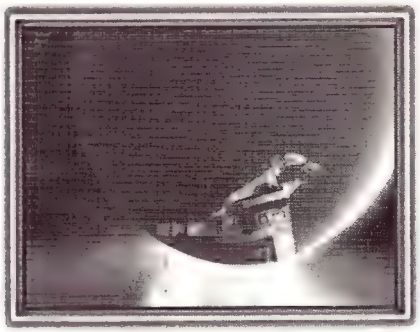
MOA (Combat)





The Moa-class is almost exclusively used by the Caldari Navy and only factions or persons in very good standing with the Caldari State can acquire one. The Moa was designed from bottom up as an all-out combat ship and its heavy armament allows the Moa to tackle almost anything that floats in space.

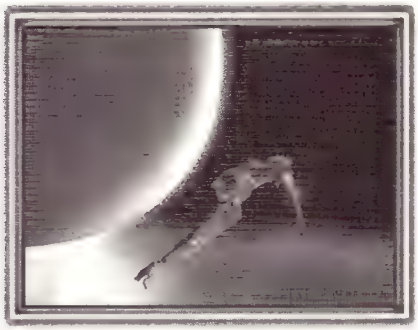
Special: -30% CPU need discount on Hybrid Weapons (Railguns)

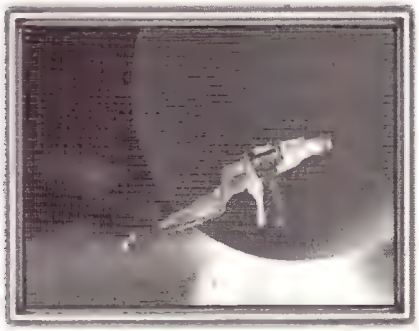
Ship Stats

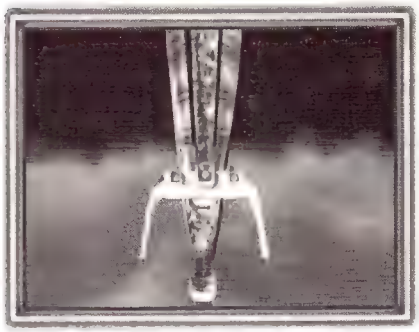
Mass:	10,100,000
Agility:	1.5
Volume:	101,000
Radius:	199.86
HP:	425
Max Velocity:	160
Capacity:	250
Max Passengers:	500
High Slots:	6
Med Slots:	6
Low Slots:	4
Turret Slots Left:	5
Launcher Slots Left:	4

Drone Capacity:	450
Power Core:	600 MW Fusion Power core
Capacitor:	Capacitor 550
Shield:	625 Mp Shield
Sensor:	Magnetometrics-Military Array
Armor:	500mm Titanium Diborite
Computer:	300 Tf Quantum Computer
Weapon:	NA
Mining:	NA

CARACAL (Missile Boat)







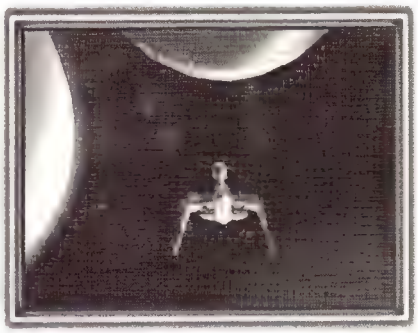
The Caracal is, when fully armed, a very powerful vessel that can take out most other cruisers.

Special: -40% Duration discount using Capacitor Boosters

Ship Stats

Mass:	9,200,000
Agility:	1.5
Volume:	92,000
Radius:	221.05
HP:	375
Max Velocity:	180
Capacity:	450
Max Passengers:	510
High Slots:	5
Med Slots:	6
Low Slots:	3
Turret Slots Left:	3
Launcher Slots Left:	5
Drone Capacity:	200
Power Core:	500 MW Fusion Power core

Capacitor:	Capacitor 450
Shield:	625 Mp Shield
Sensor:	Magnetometrics - A.D.A.T Array
Armor:	425mm Titanium Diborite
Computer:	250 Tf Quantum Computer
Weapon:	NA
Mining:	NA



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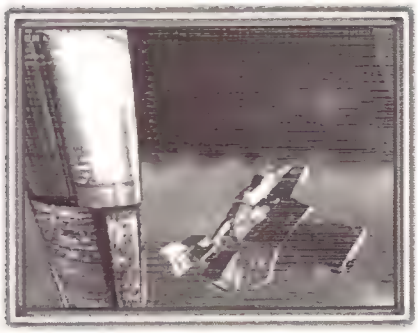
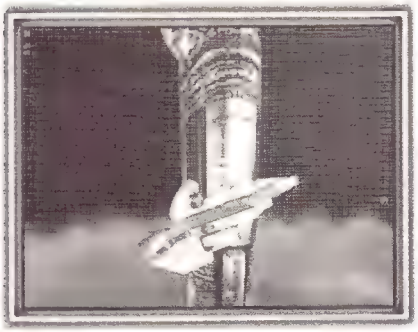
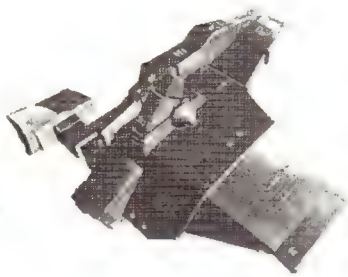
BLACKBIRD (Combat)





The Blackbird is a small high-tech cruiser newly employed by the Caldari Navy.



Special: -30% CapacitorNeed bonus using Hybrid Weapons (Railguns)

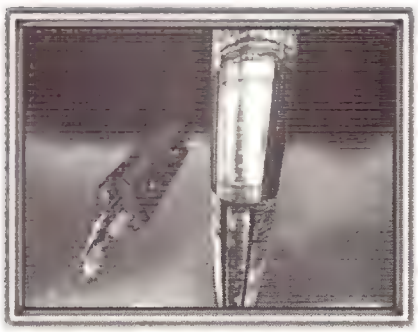
Ship Stats

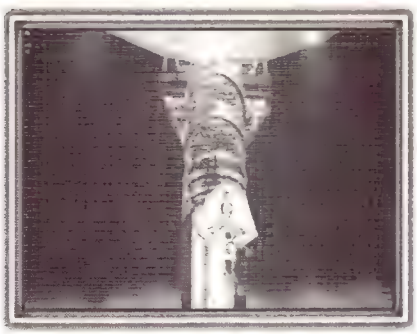
Mass:	9,600,000
Agility:	1.5
Volume:	96,000
Radius:	175
HP:	340
Max Velocity:	185
Capacity:	305
Max Passengers:	400
High Slots:	4
Med Slots:	5
Low Slots:	4
Turret Slots Left:	4
Launcher Slots Left:	4
Drone Capacity:	350
Power Core:	450 MW Fusion Power core

Capacitor:	Capacitor 450
Shield:	500 Mp Shield
Sensor:	RADAR - Recon Array
Armor:	375mm Titanium Diborite
Computer:	250 Tf Quantum Computer
Weapon:	NA
Mining:	NA

INDUSTRIALS

BADGER





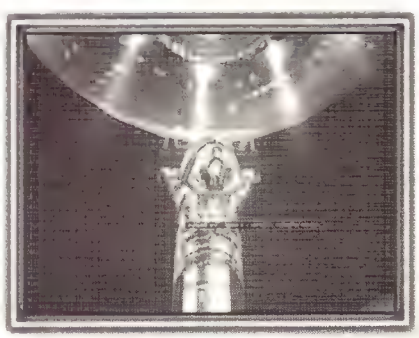
The Badger-class freighter is the main cargo carrier for the Caldari State, particularly on long, arduous trade runs. Its huge size and comfortable armament makes it perfectly equipped for those tasks, although the Caldari seldom let it roam alone.

Special: +30% ShieldRechargeRateMultiplier bonus using Shield Rechargers

Ship Stats

Mass:	96,000,000
Agility:	0.01875
Volume:	960,000
Radius:	216.4
HP:	200
Max Velocity:	125
Capacity:	2,300
MaxPassengers:	100
High Slots:	1
Med Slots:	4
Low Slots:	3
Turret Slots Left:	1

Launcher Slots Left:	NA
Drone Capacity:	0
Power Core:	20 MW Fusion Power core
Capacitor:	Capacitor 350
Shield:	125 Mp Shield
Sensor:	Magnetometrics-Civilian Array
Armor:	250mm Titanium Diborite
Computer:	100 Tf Quantum Computer
Weapon:	NA
Mining:	NA



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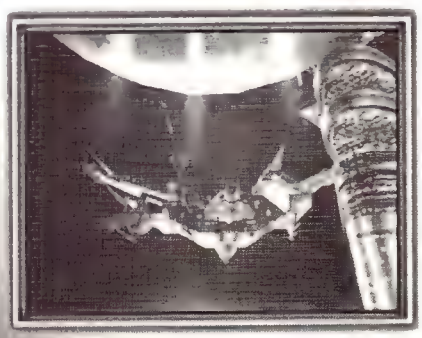
Battleships

RAVEN



The Raven is the powerhouse of the Caldari Navy. Few ships can rival it in strength or majesty.

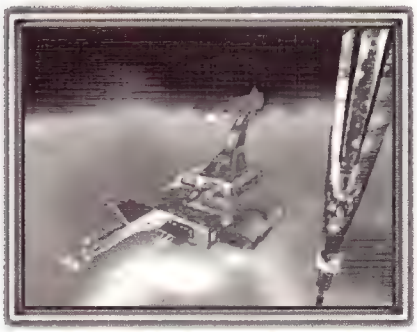
Special: +30% TrackingSpeed bonus on Hybrid Weapons (Railguns)

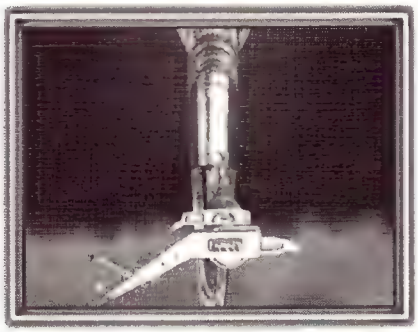
Ship Stats

Mass:	108,000,000
Agility:	0.18
Volume:	1,080,000
Radius:	250
Hit Points:	270
Max Velocity:	150
Capacity:	800
Max Passengers:	1,000
High Slots:	8
Med Slots:	5
Low Slots:	4
Turret Slots Left:	5
Launcher Slots Left:	7
Drone Capacity:	4,000
Power Core:	25 GW Fusion Power Core

Capacitor:	Capacitor 1,500
Shield:	1,875 Mp Shield
Sensor:	RADAR–Military Array
Armor:	500mm Nanofiber Composite
Computer:	600 Tf NanoElectrical Computer
Weapon:	Dual Heavy Pulse Laser I
Mining:	NA

SCORPION



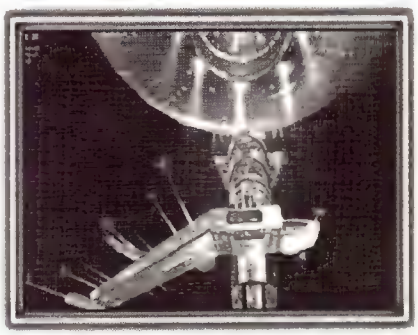


The first Scorpion-class battleship was launched only a couple of years ago, and those that have been built are considered to be prototypes. Little is known of its capabilities, but the information that is available suggests that the Scorpion is crammed to the brim with sophisticated high-tech equipment that few others can match.

Special: +30% Shield bonus using Shield Boosters

Ship Stats

Mass:	104,000,000
Agility:	0.18
Volume:	1,040,000
Radius:	200
Hit Points:	235
Max Velocity:	190
Capacity:	700
Max Passengers:	1,000
High Slots:	8
Med Slots:	5
Low Slots:	5



Turret Slots Left:	4
Launcher Slots Left:	8
Drone Capacity:	2,500
Power Core:	20 GW Fusion Power Core
Capacitor:	Capacitor 2,000
Shield:	2,400 Mp Shield
Sensor:	LADAR-Civilian Array
Armor:	750mm Nanofiber Composite
Computer:	600 Tf Quantum Computer
Weapon:	Dual Heavy Pulse Laser I
Mining:	NA

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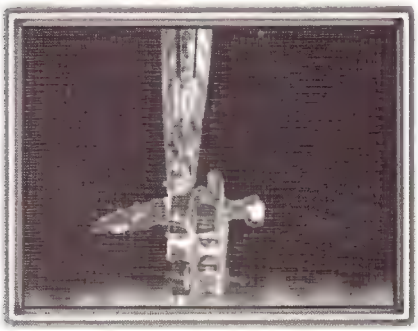
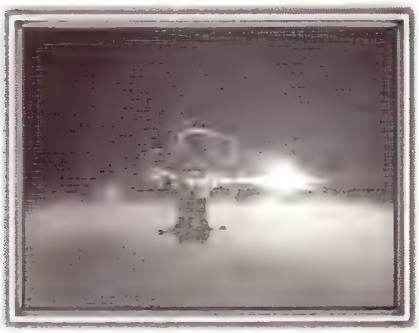
THE GALLENTE FLEET

While the Gallente name their craft via an esoteric naming convention, it's not the name that we are so much concerned with, but their use in practice: in that case, the Mammoth and Megathron-class Battleships are among not only the most powerful in the game, but also the most intimidating. Massive ships that blot out the very stars and eclipse nearby suns strike fear into the lowly Impairor pilot making a vast supporting corporation a must when dealing with such potentially destructive foes. The remainder of the Gallente fleet is rounded out the sleek Thorax Cruiser and the oddly-shaped Tristan Frigate, among others.

Frigates

VELATOR (Rookie Combat Vessel)





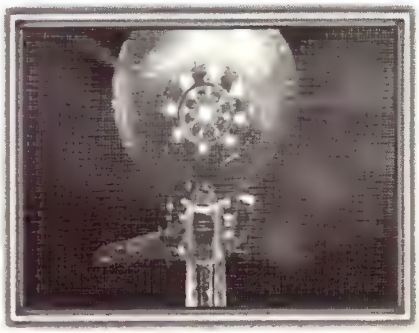
The Velator-class frigate is one of the older vessel types of Gallente design. It was first deployed on the market as a fast passenger craft, but the extra passenger quarters were later modified into weapon hardpoints as the newer models were used for small-scale security and military duties.

Special: +5% TrackingSpeed bonus on (hybrid weapons, blasters) turrets

Ship Stats

Mass:	2,450,000
Agility:	3.2
Volume:	24,500
Radius:	40
HP:	50
Max Velocity:	251
Capacity:	120
Max Passengers:	2
High Slots:	2
Med Slots:	1
Low Slots:	2
Turret Slots Left:	2

Launcher Slots Left:	NA
Drone Capacity:	50
Power Core:	10 MW Fusion Power core
Capacitor:	Capacitor 100
Shield:	50 Mp Shield
Sensor:	LADAR - Civilian Array
Armor:	100mm Crystalline Carbide
Computer:	75 Tf Photonic Computer
Weapon:	Civilian Light Electron Blaster
Mining:	Basic Miner



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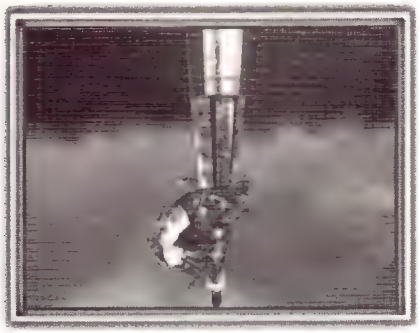
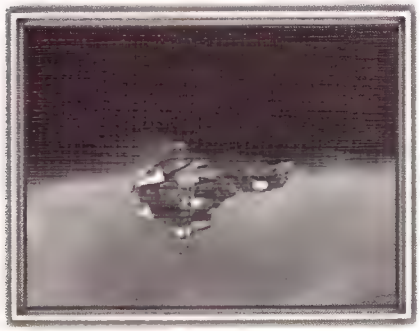
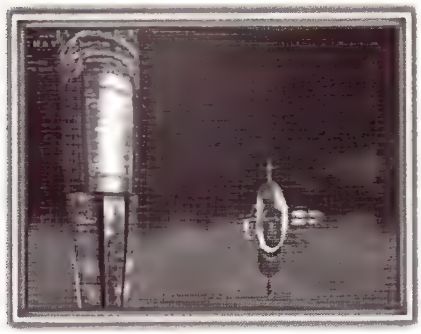
NAVITAS (Rookie Combat Vessel)







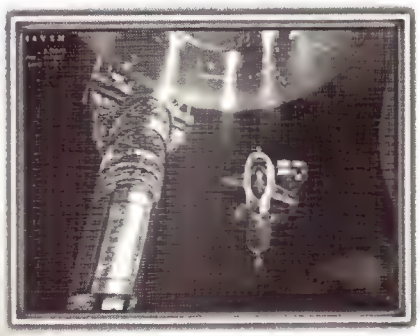
The Navitas is the premier scouting and surveillance ship of the Federation. It's also widely used by stellar researchers and cartographers. Navitas is also one of the best ships available for budding miners or even scavengers. The long-range scanners and sturdy outer shell of the ship help to protect the ship from wannabe harassers.

Special: -5% Duration discount on Mining Turrets

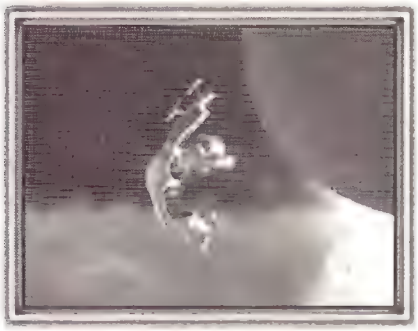
Ship Stats

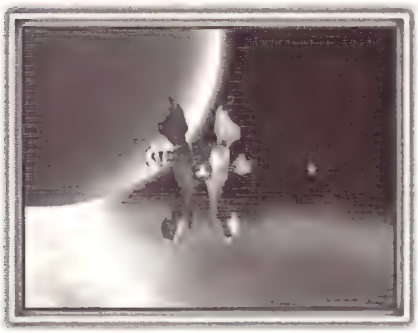
Mass:	2,500,000
Agility:	2.5
Volume:	10,000
Radius:	39
HP:	45
Max Velocity:	285
Capacity:	215
Max Passengers:	6
High Slots:	2
Med Slots:	1
Low Slots:	3
Turret Slots Left:	2

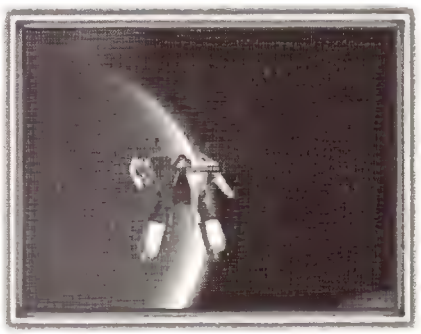
Launcher Slots Left:	NA
Drone Capacity:	250
Power Core:	15 MW Fusion Power core
Capacitor:	Capacitor 100
Shield:	50 Mp Shield
Sensor:	Magnetometrics - Explorer Array
Armor:	125mm Crystalline Carbide
Computer:	100 Tf Photonic Computer
Weapon:	NA
Mining:	NA

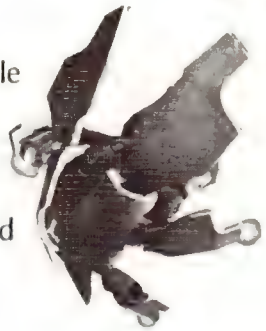


TRISTAN (Versatile)









Often nicknamed "the Fat Man," this nimble little frigate is mainly used by the Federation in escort duties or on short-range patrolling. Tristan has been mass produced by the Gallenteans for years and can be found everywhere within the Federation. It is also commonly found on many inter-stellar trade routes.

Special: +25% ecmBurstRange bonus with ECM Burst Modules

Ship Stats

Mass:	2,650,000
Agility:	2.5
Volume:	26,500
Radius:	36.16
HP:	135
Max Velocity:	230
Capacity:	140
Max Passengers:	3
High Slots:	4
Med Slots:	3
Low Slots:	3
Turret Slots Left:	2

Launcher Slots Left:	2
Drone Capacity:	400
Power Core:	35 MW Fusion Power core
Capacitor:	Capacitor 250
Shield:	250 Mp Shield
Sensor:	Magnetometrics - Military Array
Armor:	250mm Crystalline Carbide
Computer:	150 Tf Photonic Computer5
Weapon:	NA
Mining:	NA

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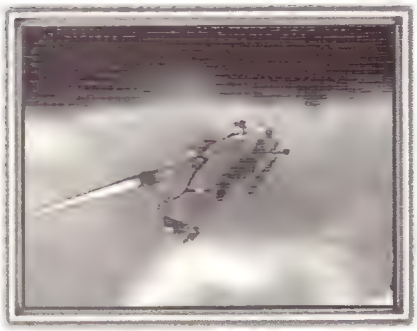
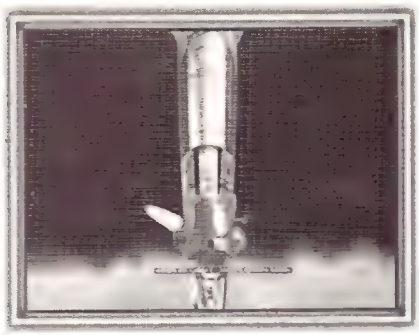
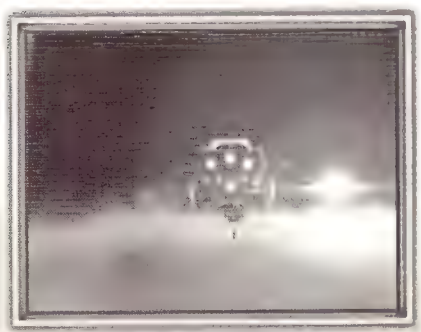
INCURSUS (Combat)







The Incursus is commonly found spearheading Gallentean military operations. Its speed and surprising strength make it excellent for skirmishing duties. Incursus-class ships move together in groups and can quickly and effectively gang upon ships many times their size and overwhelm them. In recent years the Incursus has increasingly found its way into the hands of pirates, who love its aggressive appearance.

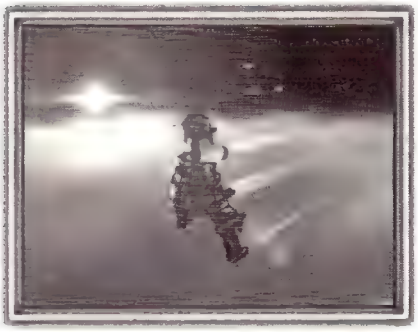
Special: +10% TrackingSpeed bonus on (hybrid weapon, blasters) turrets

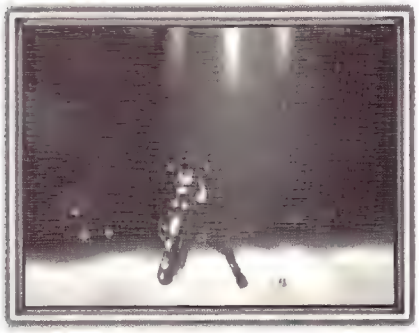
Ship Stats

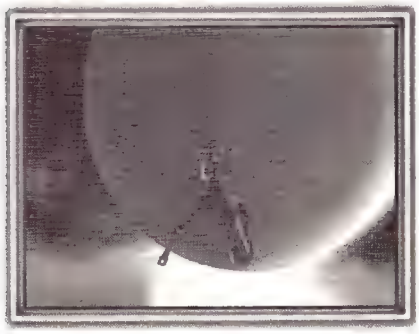
Mass:	2,950,000
Agility:	2.5
Volume:	29,500
Radius:	42
HP:	100
Max Velocity:	299
Capacity:	165
Max Passengers:	2
High Slots:	4

Med Slots:	2
Low Slots:	3
Turret Slots Left:	3
Launcher Slots Left:	1
Drone Capacity:	300
Power Core:	30 MW Fusion Power core
Capacitor:	Capacitor 200
Shield:	175 Mp Shield
Sensor:	LADAR - Military Array
Armor:	250mm Crystalline Carbide
Computer:	125 Tf NanoElectrical Computer
Weapon:	NA
Mining:	NA

IMICUS (Cargo)







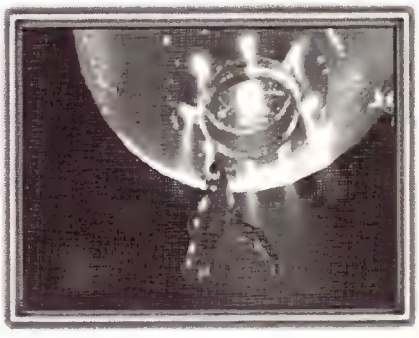
The Imicus-class frigate is a slow but hard-shelled bulk-freight frigate, ideal for cargo hauling operations. Used by merchants and miners, the Imicus usually relies on a combat vessel escort when traversing low security sectors.

Special: -25% Duration discount on Armor Repair Modules

Ship Stats

Mass:	2,750,000
Agility:	2.5
Volume:	27,500
Radius:	42
HP:	75
Max Velocity:	240
Capacity:	320
Max Passengers:	10
High Slots:	2
Med Slots:	2
Low Slots:	3
Turret Slots Left:	2
Launcher Slots Left:	NA

Drone Capacity:	400
Power Core:	20 MW Fusion Power core
Capacitor:	Capacitor 150
Shield:	100 Mp Shield
Sensor:	Magnetometrics - Civilian Array
Armor:	175mm Crystalline Carbide
Computer:	150 Tf Photonic Computer5
Weapon:	NA
Mining:	NA



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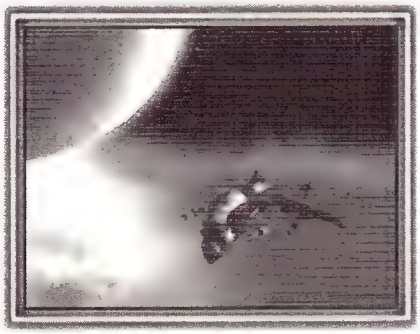
ATRON (Miner)



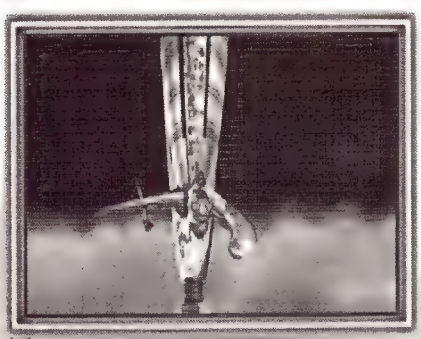
The Atron is a hard nugget with an advanced power conduit system but little space for cargo. It can be easily fitted with more than one mining laser and is an excellent harvester when it comes to mining.

Special: -10% Duration discount with Mining Lasers

Ship Stats

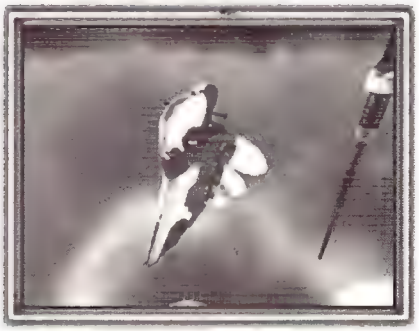
Mass:	2,250,000
Agility:	3
Volume:	22,500
Radius:	31
HP:	54
Max Velocity:	266
Capacity:	125
Max Passengers:	3
High Slots:	3
Med Slots:	2
Low Slots:	2
Turret Slots Left:	2
Launcher Slots Left:	1
Drone Capacity:	150

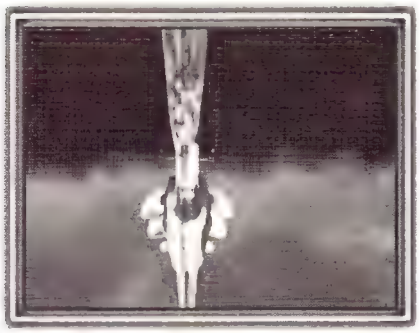
Power Core:	20 MW Fusion Power core
Capacitor:	Capacitor 125
Shield:	75 Mp Shield
Sensor:	Magnetometrics - Explorer Array
Armor:	125mm Crystalline Carbide
Computer:	100 Tf Photonic Computer
Weapon:	NA
Mining:	NA

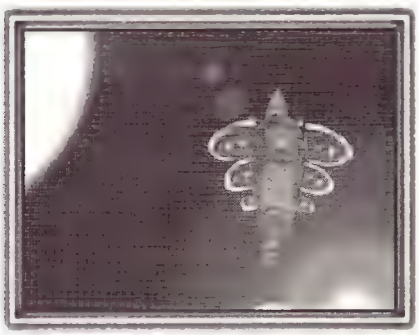


Cruisers

MAULUS (E-Warfare)







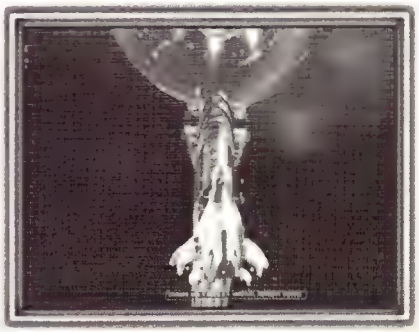
The Maulus is a high-tech vessel, specialized for electronic warfare. It is particulary valued amongst bounty hunters for the ship system's optimization for warp scrambling technology.

Special: +20% WarpScrambleRange bonus using Jump Scramblers (warp scramblers)

Ship Stats

Mass:	2,300,000
Agility:	2.5
Volume:	23,000
Radius:	39
HP:	75
Max Velocity:	250
Capacity:	175
Max Passengers:	12
High Slots:	3
Med Slots:	3
Low Slots:	3
Turret Slots Left:	2
Launcher Slots Left:	1
Drone Capacity:	250

Power Core:	25 MW Fusion Power core
Capacitor:	Capacitor 200
Shield:	175 Mp Shield
Sensor:	Magnetometrics - Explorer Array
Armor:	175mm Crystalline Carbide
Computer:	175 Tf Photonic Computer
Weapon:	NA
Mining:	NA



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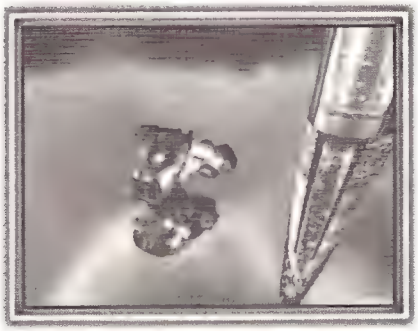
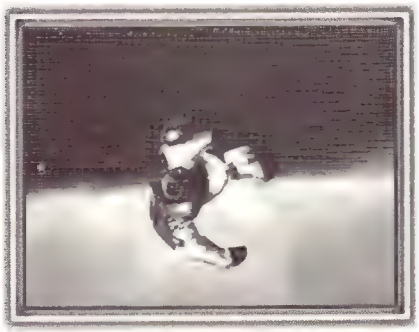
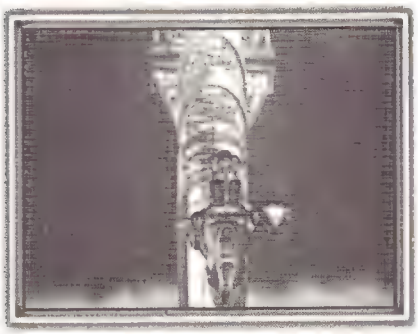
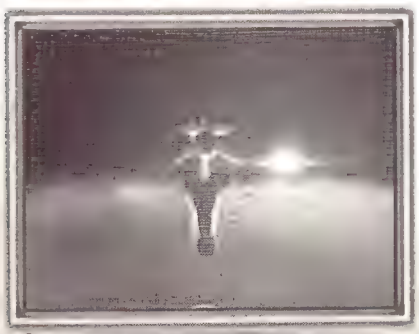
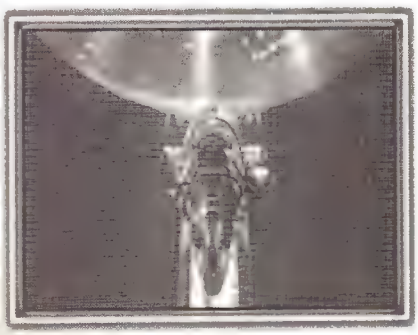
CELESTIS (E-Warfare, Scout)











The Celestis cruiser is an effective vessel when it comes to drones and electronic warfare.

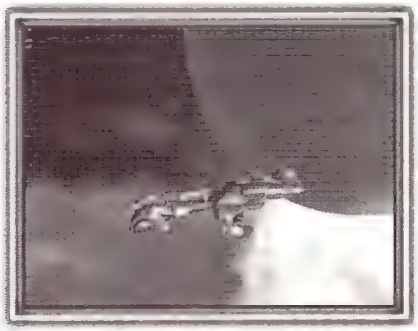
Special: -50% Duration discount using Energy Transfer Array

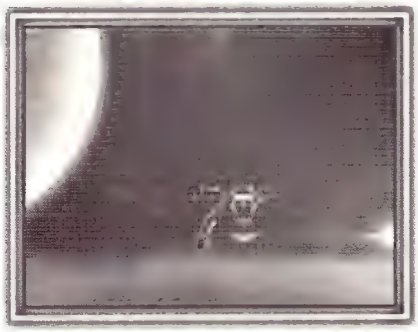
Ship Stats

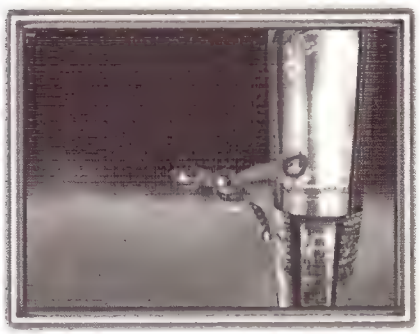
Mass:	11,600,000
Agility:	1.5
Volume:	116,000
Radius:	113
HP:	395
Max Velocity:	180
Capacity:	320
Max Passengers:	670
High Slots:	4
Med Slots:	5
Low Slots:	4
Turret Slots Left:	3
Launcher Slots Left:	3
Drone Capacity:	650
Power Core:	450 MW Fusion Power core

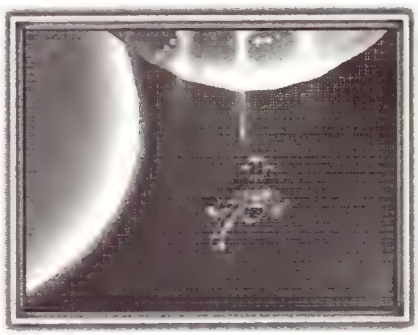
Capacitor:	Capacitor 450
Shield:	375 Mp Shield
Sensor:	Magnetometrics - Explorer Array
Armor:	425mm Crystalline Carbide
Computer:	250 Tf Photonic Computer
Weapon:	NA
Mining:	NA

EXEQUROR (Miner)



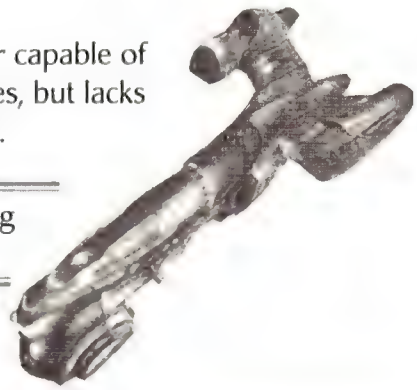






The Exequror is a heavy cargo cruiser capable of defending itself against raiding frigates, but lacks prowess in heavier combat situations.

Special: -30% Duration discount using Armor Repair Units



Ship Stats

Mass:	11,300,000
Agility:	1.5
Volume:	113,000
Radius:	246
HP:	355
Max Velocity:	170
Capacity:	425
Max Passengers:	750
High Slots:	4
Med Slots:	4
Low Slots:	4
Turret Slots Left:	4
Launcher Slots Left:	2
Drone Capacity:	600

Power Core:	400 MW Fusion Power core
Capacitor:	Capacitor 350
Shield:	375 Mp Shield
Sensor:	RADAR - Civilian Array
Armor:	375mm Crystalline Carbide
Computer:	225 Tf Photonic Computer
Weapon:	NA
Mining:	NA

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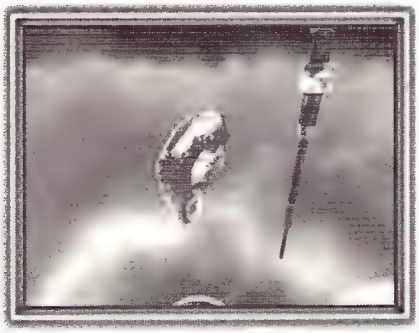
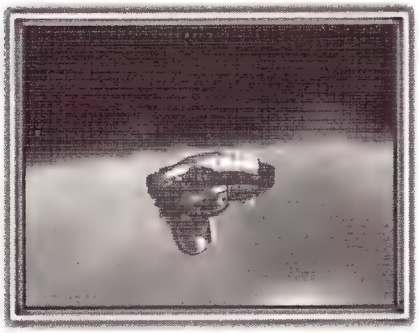
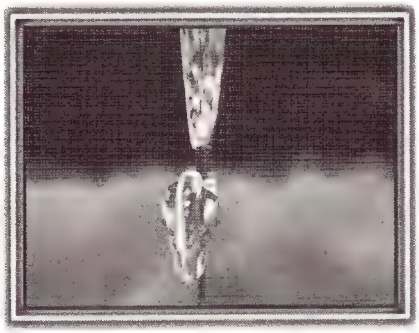
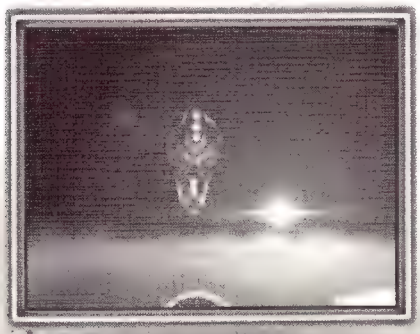
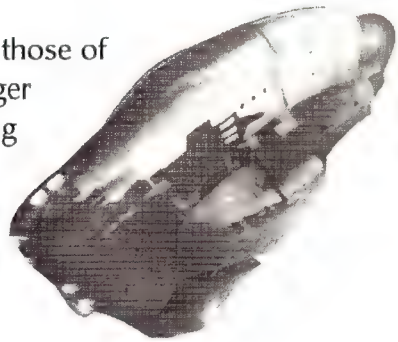
VEXOR (Miner)











The Vexor serves purposes similar to those of the Navitas-class frigate, but on a larger scale. The Vexor is useful for surveying or mining operations in potentially hostile sectors because it can stay on duty for a long time before having to return to base. It's capable of defending itself, even against concentrated attacks.

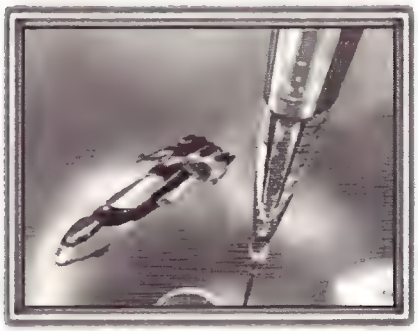
Special: -10% Duration discount on Mining Turrets

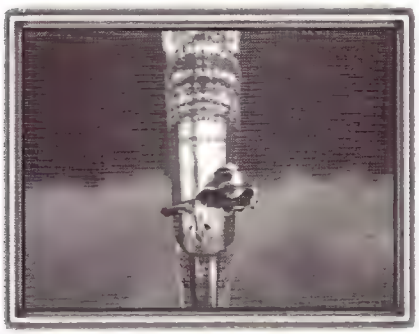
Ship Stats

Mass:	11,500,000
Agility:	1.5
Volume:	115,000
Radius:	140.15
HP:	440
Max Velocity:	180
Capacity:	480
Max Passengers:	670
High Slots:	5
Med Slots:	5
Low Slots:	4

Turret Slots Left:	5
Launcher Slots Left:	3
Drone Capacity:	700
Power Core:	500 MW Fusion Power core
Capacitor:	Capacitor 450
Shield:	500 Mp Shield
Sensor:	Magnetometrics - Recon Array
Armor:	425mm Crystalline Carbide
Computer:	250 Tf Photonic Computer
Weapon:	NA
Mining:	NA

THORAX (Combat)



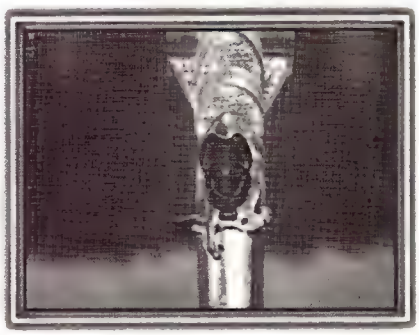


The Thorax-class cruiser is the latest combat ship commissioned by the Federation. In the few times it has seen action since its launching, it has performed admirably. The hordes of combat drones it carries allow it to strike unwary, distant opponents and to fight many opponents at the same time.

Special: +50% TargetHostileRange bonus using Auto Targeting Systems

Ship Stats

Mass:	11,200,000
Agility:	1.5
Volume:	112,000
Radius:	167.24
HP:	445
Max Velocity:	180
Capacity:	265
Max Passengers:	760
High Slots:	6
Med Slots:	5
Low Slots:	5



Turret Slots Left:	5
Launcher Slots Left:	4
Drone Capacity:	800
Power Core:	600 MW Fusion Power core
Capacitor:	Capacitor 550
Shield:	500 Mp Shield
Sensor:	Magnetometrics - Recon Array
Armor:	500mm Crystalline Carbide
Computer:	300 Tf Photonic Computer
Weapon:	NA
Mining:	NA

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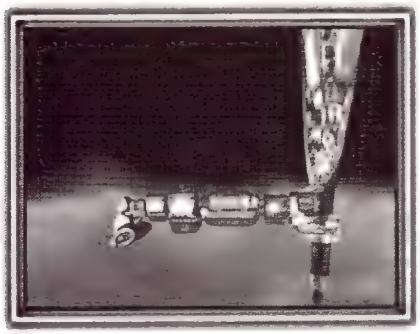
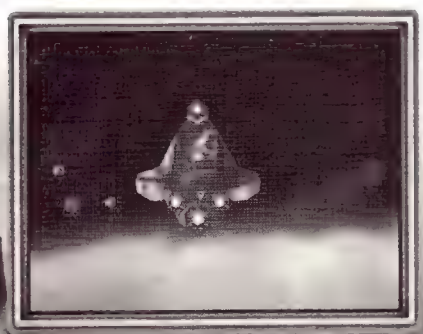
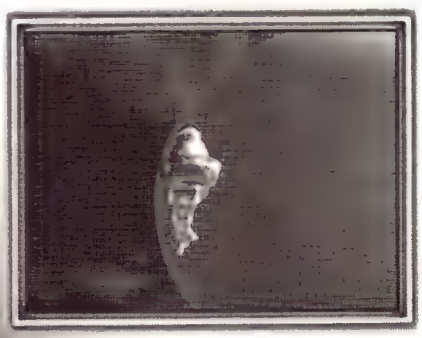
INDUSTRIALS

ITERON







The Iteron-class cargo tugger is fast and reliable, and equally popular for civilian and military uses. It's cheap and can be fitted in myriad different ways, allowing it to be used to carry almost anything. It is, however, vulnerable and needs to be protected in unfriendly territories.

Special: -20% Duration discount using Armor Repair Units

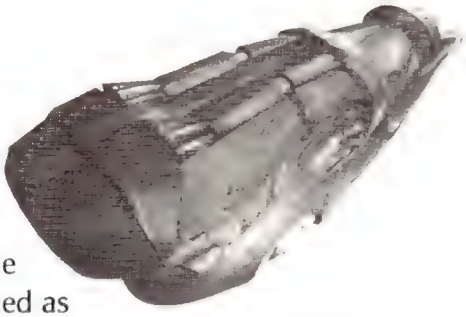
Ship Stats

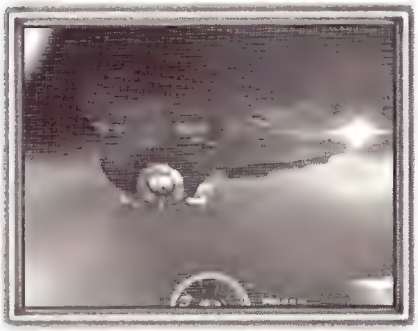
Mass:	85,000,000
Agility:	0.0212
Volume:	850,000
Radius:	94.79
HP:	250
Max Velocity:	130
Capacity:	2,000
Max Passengers:	80
High Slots:	1
Med Slots:	2
Low Slots:	3
Turret Slots Left:	1
Launcher Slots Left:	NA

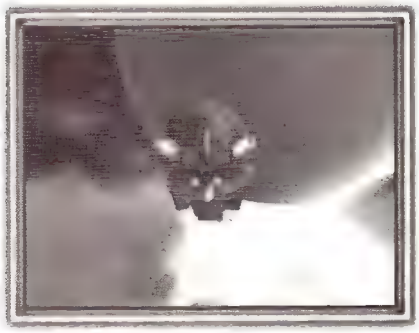
Drone Capacity:	0
Power Core:	15 MW Fusion Power core
Capacitor:	Capacitor 350
Shield:	50 Mp Shield
Sensor:	Magnetometrics - Military Array
Armor:	250mm Crystalline Carbide
Computer:	100 Tf Photonic Computer
Weapon:	NA
Mining:	NA

Battleships

Dominix







The Dominix is an old warhorse dating backs to the Gallente-Caldari War. The Dominix is no longer regarded as a top-of-the-line battleship, but is by no means obsolete. Its formidable hulk and powerful weapon batteries can make anybody but the largest and latest battleships regretting that they locked into combat with it.

Special: +30% ArmorDamageAmount using Armor Repair Units

Ship Stats

Mass:	101,000,000
Agility:	0.18
Volume:	1,010,000
Radius:	250
Hit Points:	262
Max Velocity:	130
Capacity:	950
Max Passengers:	1,000
High Slots:	5
Med Slots:	5
Low Slots:	5
Turret Slots Left:	8

Launcher Slots Left:	5
Drone Capacity:	5,000
Power Core:	15 GW Fusion Power Core
Capacitor:	Capacitor 1,500
Shield:	1,875 Mp Shield
Sensor:	LADAR-Civilian Array
Armor:	1,000mm Crystalline Carbide
Computer:	600 Tf Photonic Computer
Weapon:	Dual Heavy Pulse Laser I
Mining:	NA

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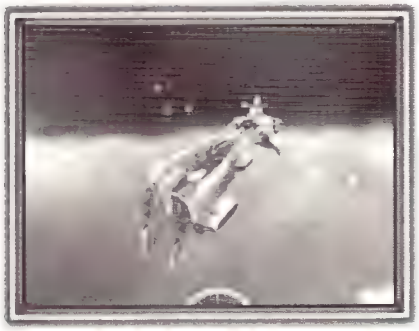
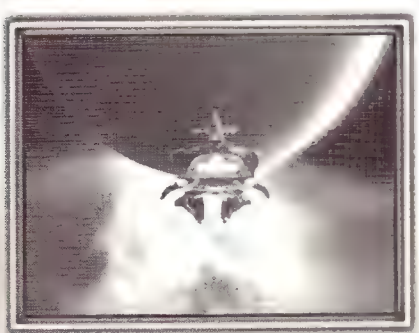
MEGATHRON





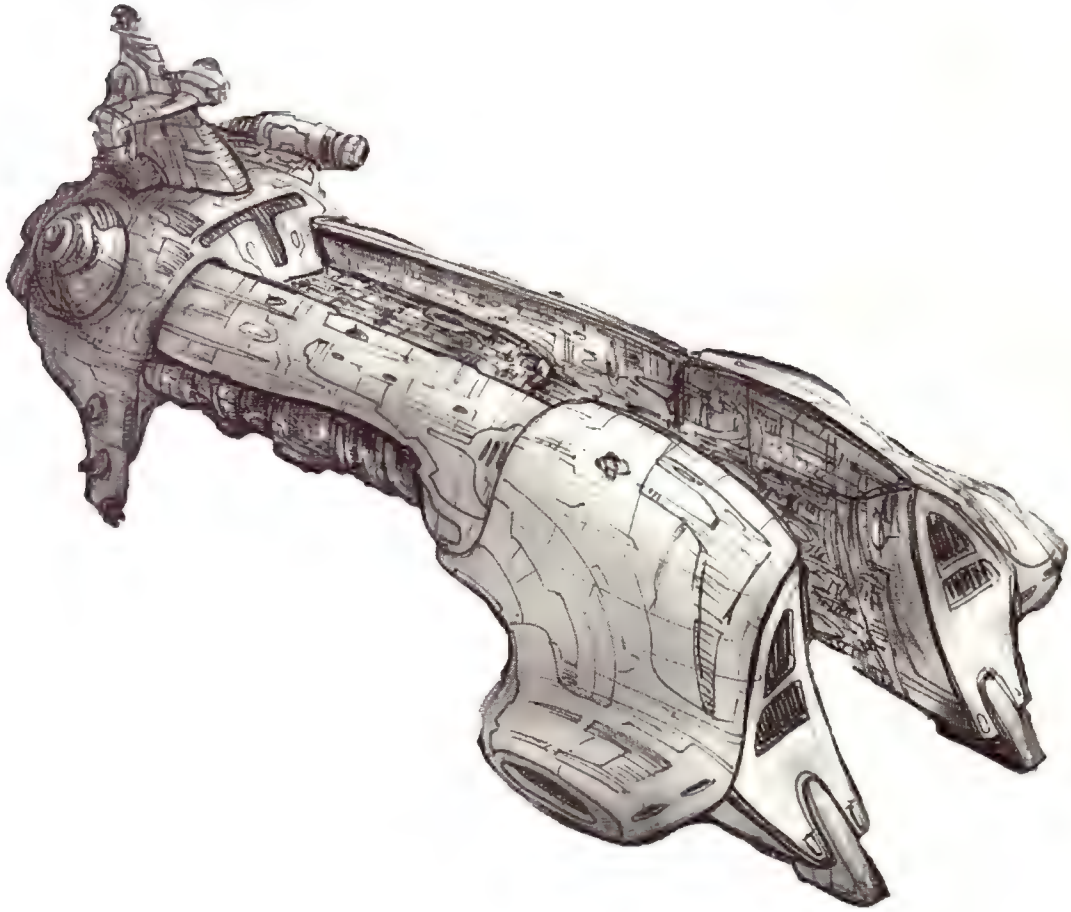
The Megathron has established itself as one of the most feared and respected battleships around. Since its first appearance almost two decades ago, it has seen considerable service in the troublesome regions on the outskirts of the Federation, helping to expand and defend Gallentean preeminence.

Special: +30% TrackingSpeed bonus on (hybrid weapon, blasters) turrets

Ship Stats

Mass:	114,000,000
Agility:	0.18
Volume:	1,140,000
Radius:	250
Hit Points:	255
Max Velocity:	140
Capacity:	800
Max Passengers:	1,000
High Slots:	8
Med Slots:	5
Low Slots:	5
Turret Slots Left:	6
Launcher Slots Left:	5
Drone Capacity:	6,000
Power Core:	20 GW Fusion Power Core
Capacitor:	Capacitor 2000
Shield:	375 Mp Shield
Sensor:	Magnetometrics–Civilian Array
Armor:	750mm Titanium Diborite
Computer:	600 Tf Trinary Computer
Weapon:	Dual Heavy Pulse Laser I
Mining:	NA

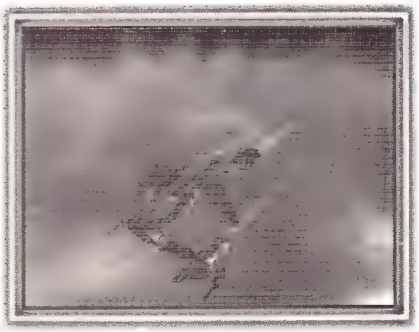
THE MINMATAR FLEET

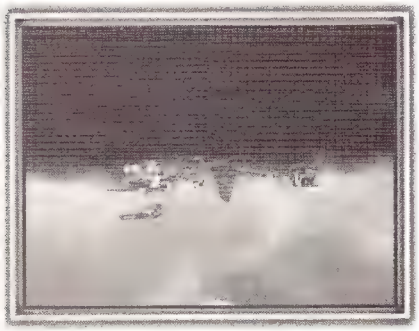


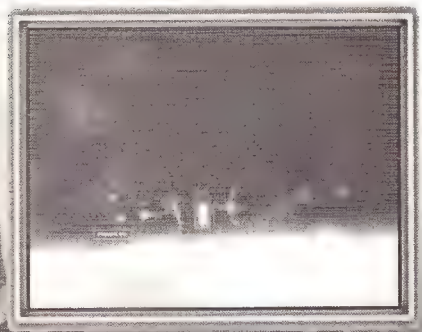
Of the four fleets, the Minmatar armada is comprised of a large number of Industrial spacecraft, suiting them to the rigors of extended mining operations deep within uncharted, perhaps deadly, territory. This commercial slant (which keeps the money flowing into the Empire's vast coffers) is supplemented by a wide range of fearsome-sounding craft: Bellicose; Rupture; Stabber; and Slasher—the better, perhaps, to protect their mining investments...and to wage Corporate war on those foolish enough to interfere with their righteous acquisition of filthy lucre.

FRIGATES

BURST (Rookie Trade Vessel)







The Burst is a small, fast cargo vessel. It can be used as a small-time miner, but requires crunching assistance for large-scale mining operations.

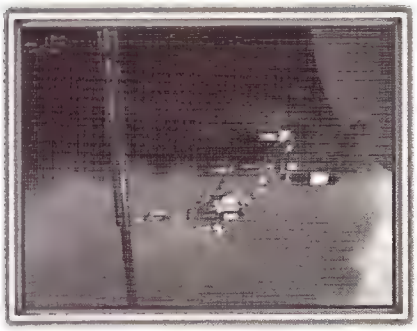
Special: -20% Capacitor Need discount on Afterburners

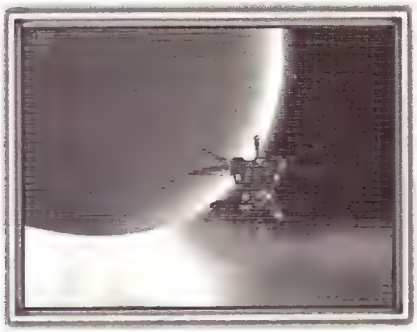
Ship Stats

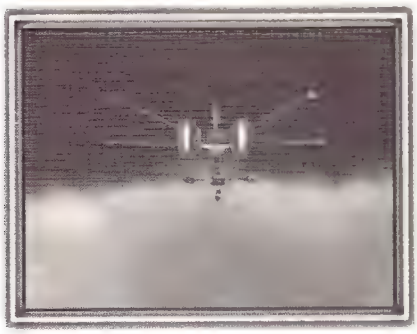
Mass:	1,710,000
Agility:	2.5
Volume:	17,100
Radius:	61
HP:	45
Max Velocity:	300
Capacity:	225
Max Passengers:	9
High Slots:	2
Med Slots:	1
Low Slots:	2
Turret Slots Left:	2
Launcher Slots Left:	NA
Drone Capacity:	150
Power Core:	15 MW Fusion Power core

Capacitor:	Capacitor 100
Shield:	50 Mp Shield
Sensor:	RADAR - Civilian Array
Armor:	125mm Copper Shielded Titaniun
Computer:	100 Tf NanoMechanical Computer
Weapon:	NA
Mining:	NA

SLASHER (Versatile)







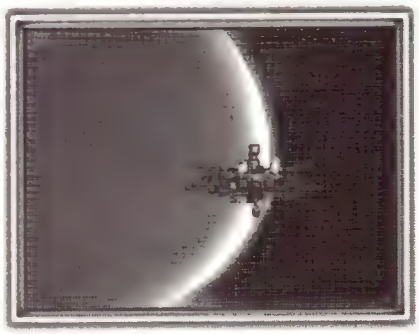
The Slasher is cheap, but efficient. It's been manufactured en masse, making it one of the most common vessels in Minmatar space.

Special: +30% TrackingSpeed bonus on (projectile) turrets

Ship Stats

Mass:	1,740,000
Agility:	2.5
Volume:	17,400
Radius:	32.89
HP:	50
Max Velocity:	400
Capacity:	120
Max Passengers:	2
High Slots:	3
Med Slots:	2
Low Slots:	1
Turret Slots Left:	2

Launcher Slots Left:	1
Drone Capacity:	100
Power Core:	20 MW Fusion Power core
Capacitor:	Capacitor 125
Shield:	75 Mp Shield
Sensor:	LADAR - Civilian Array
Armor:	125mm Copper Shielded Titaniun
Computer:	100 Tf NanoMechanical Computer
Weapon:	NA
Mining:	NA



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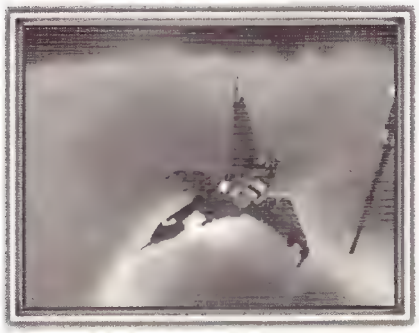
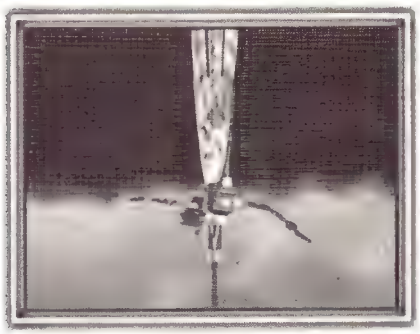
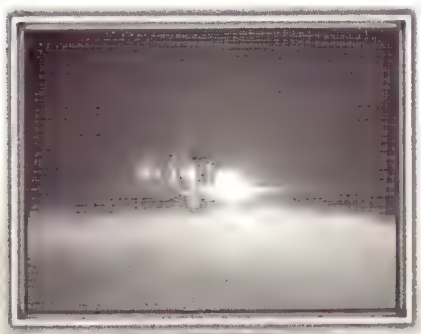
PROBE (Cargo)







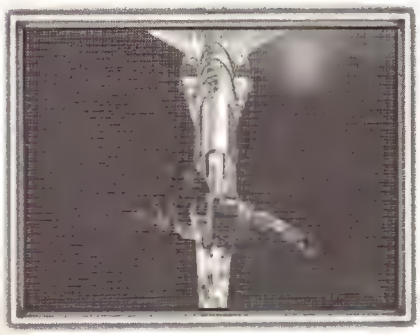
The Probe is large compared to most Minmatar frigates and is considered a good cargo runner. Unusual for a Minmatar ship, its hard outer coating makes it difficult to destroy, and its limited weapon hardpoints mean it will need fighter assistance when engaged in combat.

Special: -20% Duration discount on Armor Repair Units

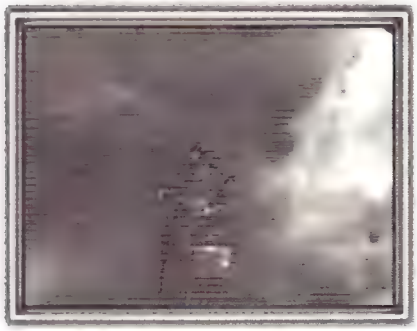
Ship Stats

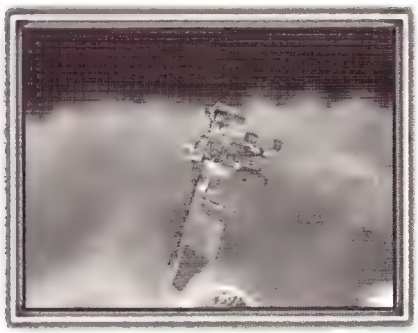
Mass:	1,950,000
Agility:	2.5
Volume:	19,500
Radius:	19.95
HP:	85
Max Velocity:	278
Capacity:	320
Max Passengers:	10
High Slots:	2
Med Slots:	2
Low Slots:	3
Turret Slots Left:	2

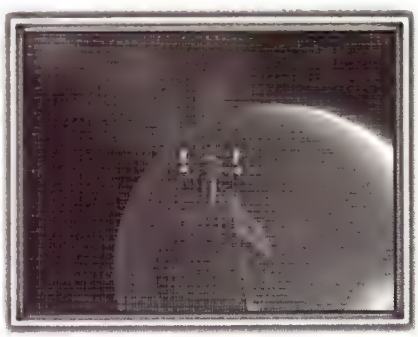
Launcher Slots Left:	NA
Drone Capacity:	200
Power Core:	20 MW Fusion Power core
Capacitor:	Capacitor 150
Shield:	100 Mp Shield
Sensor:	RADAR - Explorer Array
Armor:	175mm Copper Shielded Titaniun
Computer:	150 Tf NanoMechanical Computer
Weapon:	NA
Mining:	NA



VIGIL (Scout)







The Vigil is an unusual Minmatar ship, serving as both a long-range scout and as an electronic warfare platform. It is fast and agile, allowing it to keep the distance needed to avoid enemy fire while making use of jammers or other electronic gadgets.

Special: -30% Duration discount on Afterburners

Ship Stats

Mass:	1,740,000
Agility:	2.5
Volume:	17,400
Radius:	32.89
HP:	70
Max Velocity:	379
Capacity:	150
Max Passengers:	2
High Slots:	3
Med Slots:	3
Low Slots:	3
Turret Slots Left:	2
Launcher Slots Left:	1
Drone Capacity:	150
Power Core:	25 MW Fusion Power core

Capacitor:	Capacitor 200
Shield:	175 Mp Shield
Sensor:	Magnetometrics - Explorer Array
Armor:	175mm Copper Shielded Titaniun
Computer:	175 Tf NanoMechanical Computer
Weapon:	NA
Mining:	NA

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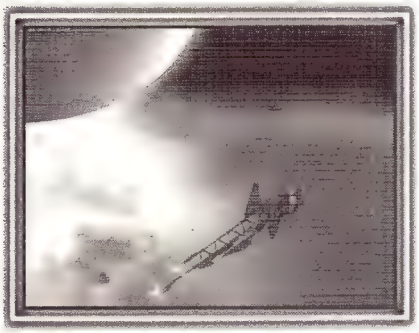
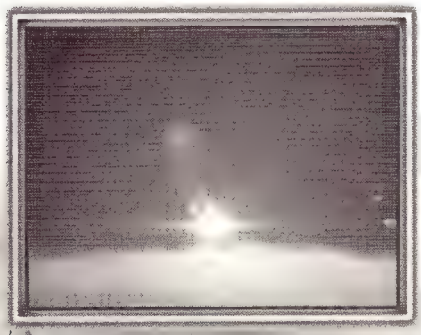
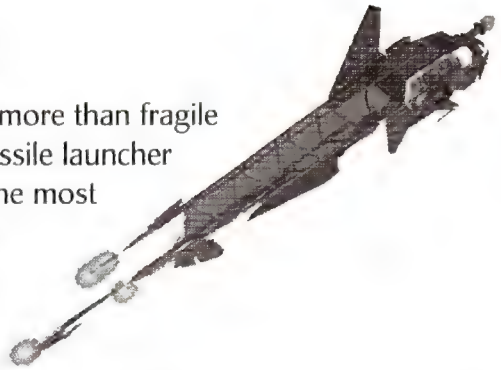
BREACHER (Missile Boat)







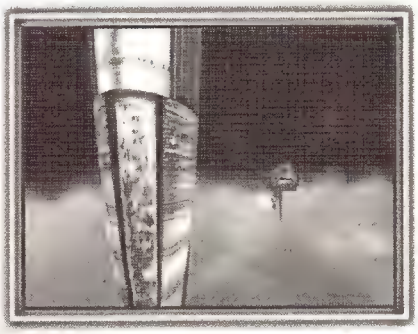
The Breacher's body is little more than fragile metalwork, but the ship's missile launcher hardpoints place it among the most valued frigate classes of the Minmatar when it comes to large battles.

Special: -35% CPU need discount on Hull Repair Units

Ship Stats

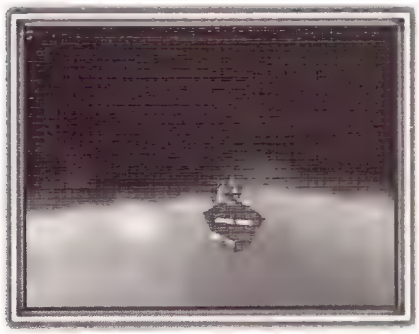
Mass:	2,000,000
Agility:	1.6
Volume:	20,000
Radius:	49.78
HP:	70
Max Velocity:	355
Capacity:	175
Max Passengers:	8
High Slots:	3
Med Slots:	3
Low Slots:	2
Turret Slots Left:	NA
Launcher Slots Left:	3

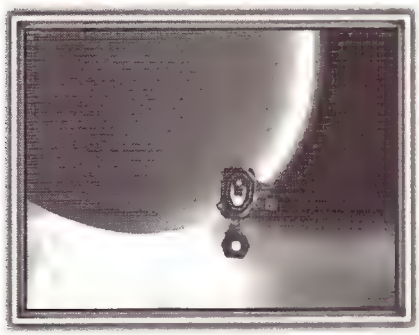
Drone Capacity:	200
Power Core:	30MW Nuclear Power Core
Capacitor:	Capacitor 200
Shield:	250 Mp Shield
Sensor:	RADAR - Recon Array
Armor:	175mm Copper Shielded Titaniun
Computer:	125 Tf NanoMechanical Computer
Weapon:	NA
Mining:	NA



Cruisers

STABBER (Combat, E-Warfare)



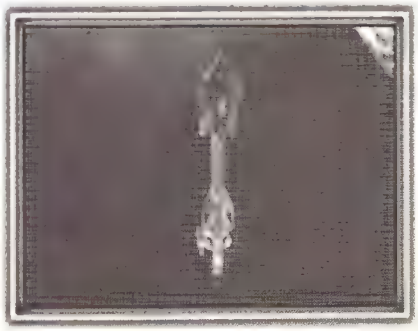


The Stabber is the mainstay of the Minmatar fleet. It is cheap and fast, yet surprisingly powerful.

Special: +15% SpeedFactor bonus on Afterburners

Ship Stats

Mass:	8,000,000	**Power Core:**	500 MW Fusion Power core
Agility:	1.5	**Capacitor:**	Capacitor 450
Volume:	80,000	**Shield:**	500 Mp Shield
Radius:	123.03	**Sensor:**	LADAR - Military Array
HP:	425	**Armor:**	425mm Crystalline Carbide
Max Velocity:	245	**Computer:**	250 Tf NanoMechanical Computer
Capacity:	420	**Weapon:**	NA
Max Passengers:	450	**Mining:**	NA
High Slots:	5		
Med Slots:	5		
Low Slots:	4		
Turret Slots Left:	5		
Launcher Slots Left:	4		
Drone Capacity:	150		



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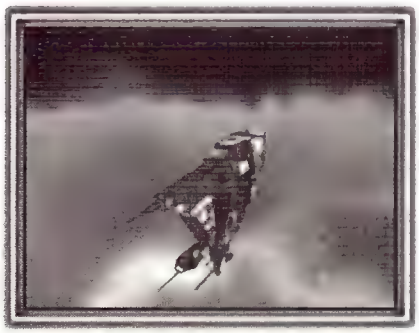
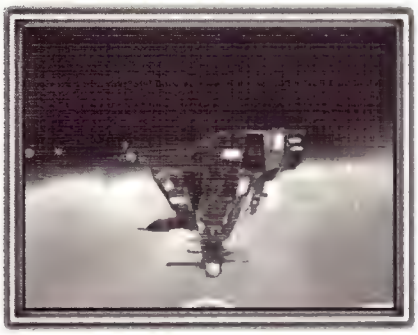
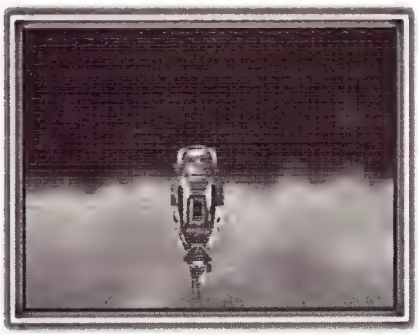
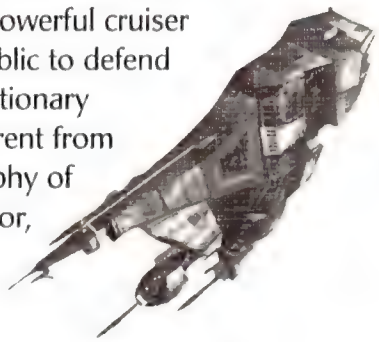
RUPTURE (Defensive Combat, Cargo)







The Rupture is a slow, but powerful cruiser used by the Minmatar Republic to defend space stations and other stationary objects. The Rupture is different from the basic Minmatar philosophy of favoring firepower over armor, and is very sturdy for a Minmatar vessel.

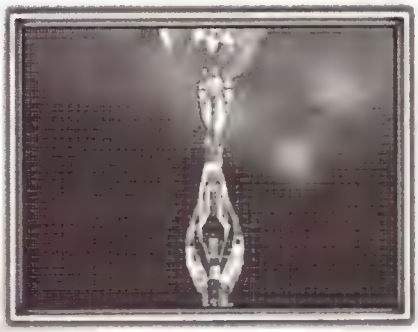


Special: -30% Duration discount using Armor Repair Units

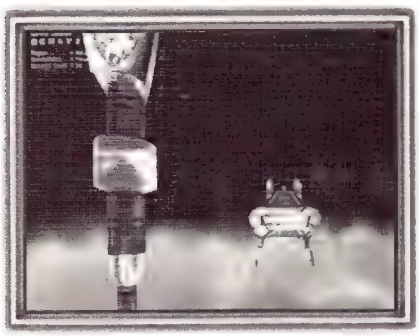
Ship Stats

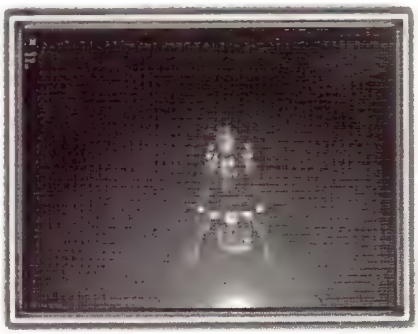
Mass:	9,600,000
Agility:	1.5
Volume:	96,000
Radius:	109
HP:	470
Max Velocity:	185
Capacity:	300
Max Passengers:	690
High Slots:	6
Med Slots:	5
Low Slots:	5

Turret Slots Left:	5
Launcher Slots Left:	4
Drone Capacity:	450
Power Core:	600 MW Fusion Power core
Capacitor:	Capacitor 550
Shield:	500 Mp Shield
Sensor:	Magnetometrics - Military Array
Armor:	500mm Copper Shielded Titaniun
Computer:	300 Tf NanoMechanical Computer
Weapon:	NA
Mining:	NA

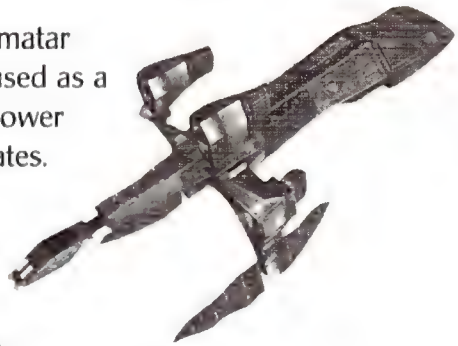


BELLICOSE (Combat)





A highly versatile class of Minmatar ships, the Bellicose has been used as a combat juggernaut and as a power support ship for wings of frigates.



Special: +40% TrackingSpeed bonus on (projectile) turrets

Ship Stats

Mass:	8,500,000
Agility:	1.5
Volume:	85,000
Radius:	131
HP:	415
Max Velocity:	230
Capacity:	315
Max Passengers:	580
High Slots:	5
Med Slots:	4
Low Slots:	4
Turret Slots Left:	4
Launcher Slots Left:	3
Drone Capacity:	450

Power Core:	450 MW Fusion Power core
Capacitor:	Capacitor 450
Shield:	375 Mp Shield
Sensor:	RADAR - A.D.A.T Array
Armor:	425mm Copper Shielded Titaniun
Computer:	250 Tf NanoMechanical Computer
Weapon:	NA
Mining:	NA

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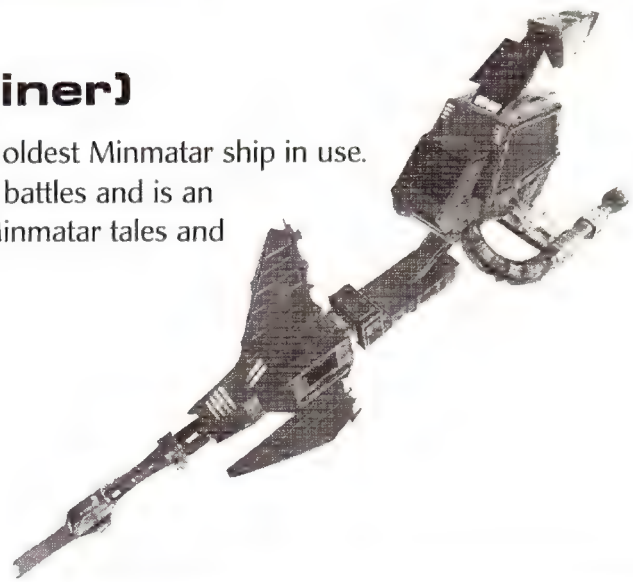
SCYTHE (Support, Miner)

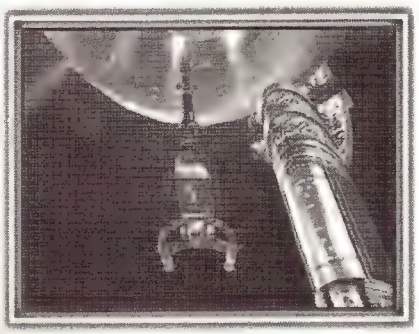


The Scythe is the oldest Minmatar ship in use. It has seen many battles and is an integral part of Minmatar tales and heritage.

Special: -40% Duration discount using Energy Transfer Array

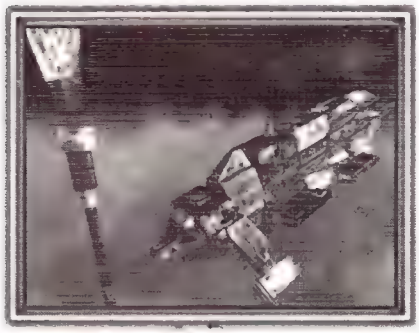
Ship Stats

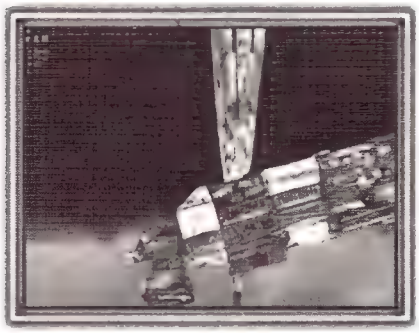
Mass:	8,900,000
Agility:	1.5
Volume:	89,000
Radius:	134
HP:	315
Max Velocity:	235
Capacity:	440
Max Passengers:	630
High Slots:	4
Med Slots:	4
Low Slots:	4
Turret Slots Left:	4
Launcher Slots Left:	3
Drone Capacity:	300
Power Core:	400 MW Fusion Power core
Capacitor:	Capacitor 350
Shield:	375 Mp Shield
Sensor:	RADAR - Explorer Array
Armor:	375mm Copper Shielded Titaniun
Computer:	225 Tf NanoMechanical Computer
Weapon:	NA
Mining:	NA

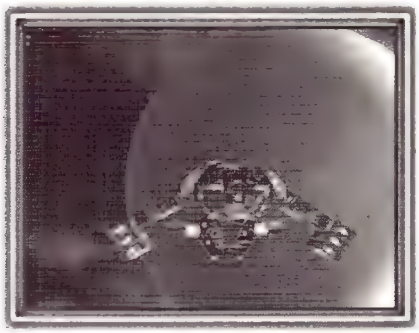


INDUSTRIALS

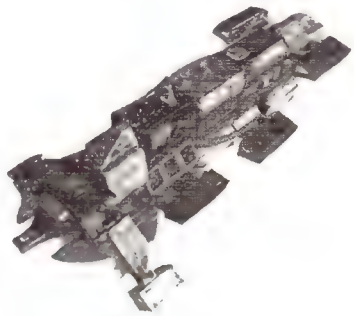
HOARDER







The Hoarder is a massive industrial vessel, used mainly by mining corporations and fringe-freight companies.



Special: -15% Duration discount on Mining Lasers

Ship Stats

Mass:	89,000,000
Agility:	0.0202
Volume:	890,000
Radius:	216
HP:	400
Max Velocity:	145
Capacity:	3,400
Max Passengers:	100
High Slots:	1
Med Slots:	3
Low Slots:	4
Turret Slots Left:	1
Launcher Slots Left:	NA
Drone Capacity:	0

Power Core:	300 MW Fusion Power core
Capacitor:	Capacitor 150
Shield:	375 Mp Shield
Sensor:	LADAR - Civilian Array
Armor:	500mm Titanium Diborite
Computer:	450 Tf NanoMechanical Computer
Weapon:	NA
Mining:	NA

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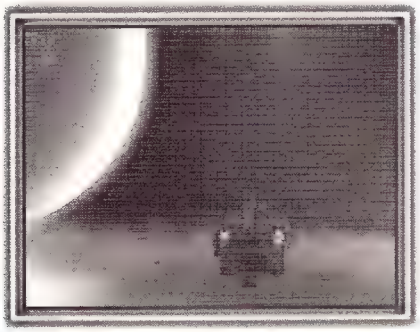
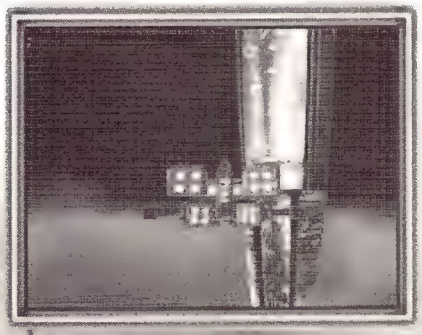
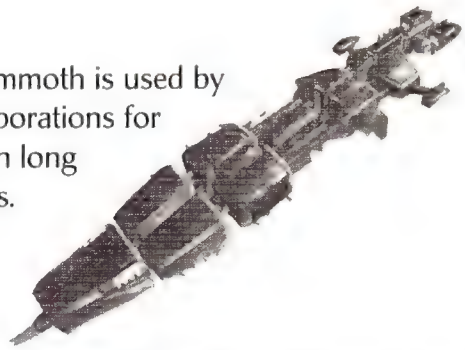
MAMMOTH





A powerful hulk, the Mammoth is used by the largest industrial corporations for massive cargo hauling on long and lucrative trade routes.



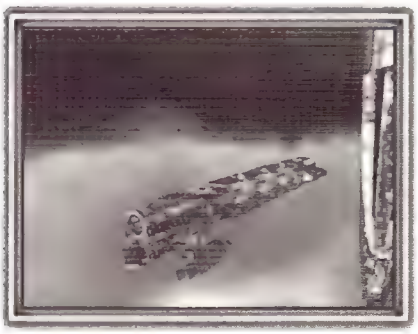
Special: -20% Duration discount using Armor Repair Units

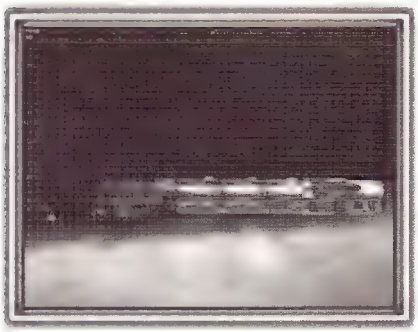
Ship Stats

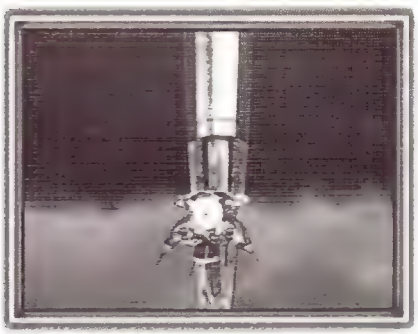
Mass:	112,000,000
Agility:	0.01607
Volume:	1,120,000
Radius:	660
HP:	450
Max Velocity:	115
Capacity:	3,800
Max Passengers:	150
High Slots:	2
Med Slots:	4
Low Slots:	5
Turret Slots Left:	1
Launcher Slots Left:	NA

Drone Capacity:	0
Power Core:	400 MW Fusion Power core
Capacitor:	Capacitor 250
Shield:	250 Mp Shield
Sensor:	LADAR - Military Array
Armor:	750mm Ceramic Composite
Computer:	450 Tf NanoMechanical Computer
Weapon:	NA
Mining:	NA

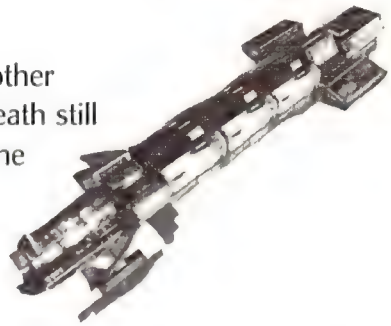
WREATH







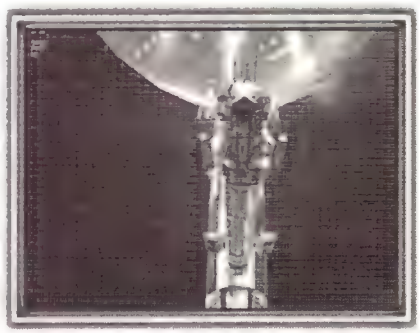
An old design compared to other Minmatar industrials, the Wreath still holds its position as one of the most common industrial vessels in the fringes of Minmatar space.



Special: -20% Duration discount on Mining Lasers

Ship Stats

Mass:	93,000,000
Agility:	0.01935
Volume:	930,000
Radius:	207
HP:	275
Max Velocity:	160
Capacity:	2,200
Max Passengers:	80
High Slots:	1
Med Slots:	2
Low Slots:	4
Turret Slots Left:	1
Launcher Slots Left:	NA



Drone Capacity:	0
Power Core:	15 MW Fusion Power core
Capacitor:	Capacitor 350
Shield:	50 Mp Shield
Sensor:	LADAR - Civilian Array
Armor:	250mm Copper Shielded Titaniun
Computer:	100 Tf NanoMechanical Computer
Weapon:	NA
Mining:	NA

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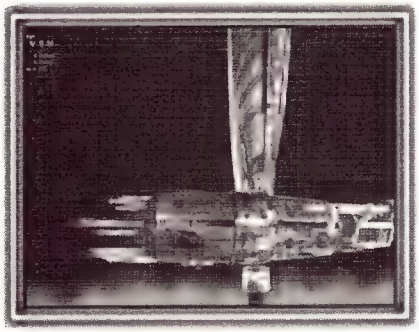
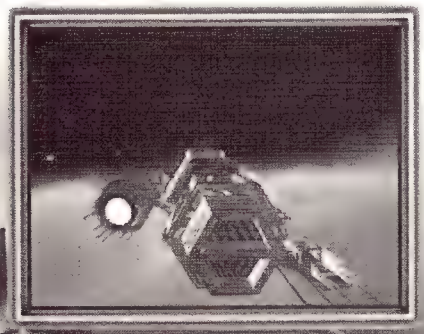
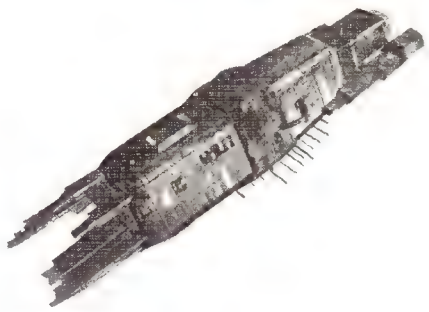
Battleships

Typhoon





The Typhoon-class battleship has unusually strong structural integrity for a Minmatar ship.



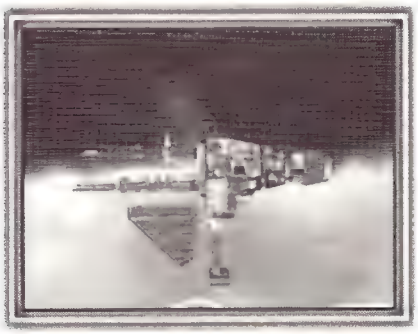
Special: +30% Shield bonus using Shield Boosters

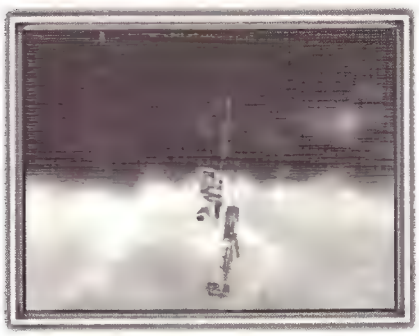
Ship Stats

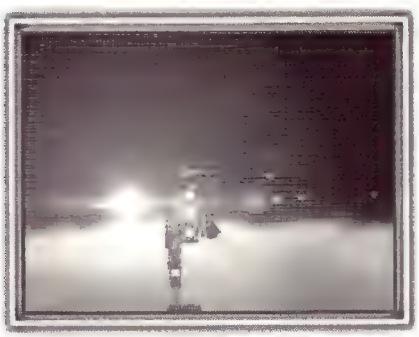
Mass:	92,000,000
Agility:	0.18
Volume:	920,000
Radius:	250
Hit Points:	260
Max Velocity:	180
Capacity:	900
Max Passengers:	1,000
High Slots:	5
Med Slots:	5
Low Slots:	5
Turret Slots Left:	7
Launcher Slots Left:	5
Drone Capacity:	3,000

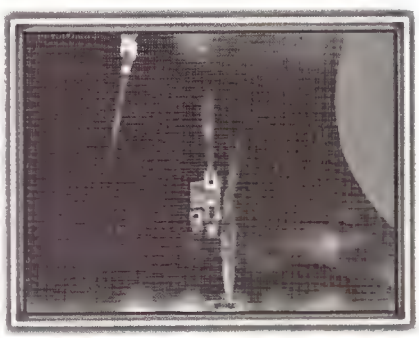
Power Core:	10 GW Fusion Power Core
Capacitor:	Capacitor 550
Shield:	1,250 Mp Shield
Sensor:	LADAR-Civilian Array
Armor:	750mm Copper Shielded Titanium
Computer:	600 Tf NanoMechanical Computer
Weapon:	Dual 425mm Autocannon I
Mining:	NA

TEMPEST









The Tempest battleship can be a real behemoth when fully equipped.

Special: +50% TrackingSpeed bonus on (projectile) turrets

Ship Stats

Mass:	85,000,000
Agility:	0.18
Volume:	850,000
Radius:	250
Hit Points:	230
Max Velocity:	200
Capacity:	650
Max Passengers:	1,000
High Slots:	7
Med Slots:	4
Low Slots:	6
Turret Slots Left:	6
Launcher Slots Left:	5
Drone Capacity:	1,000

Power Core:	12 GW Fusion Power Core
Capacitor:	Capacitor 450
Shield:	625 Mp Shield
Sensor:	Magnetometrics-Civilian Array
Armor:	500mm Ceramic Composite
Computer:	450 Tf NanoMechanical Computer
Weapon:	Dual Heavy Pulse Laser I
Mining:	NA

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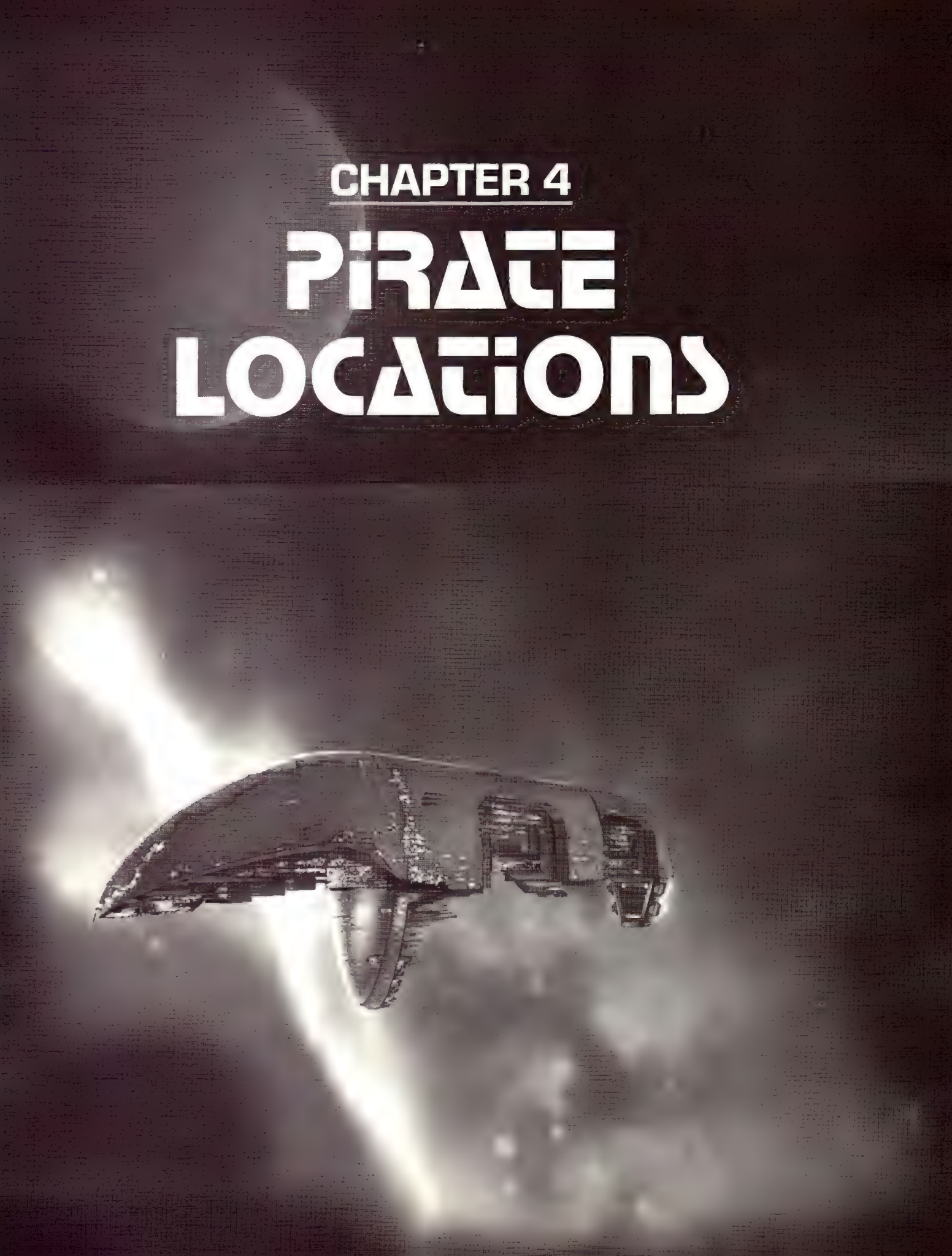
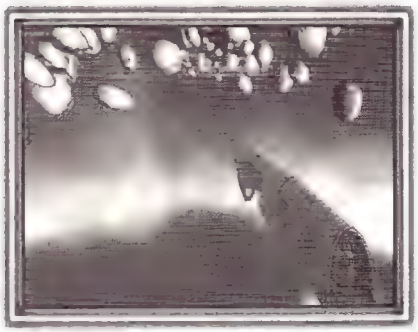
CHAPTER 4

PIRATE LOCATIONS



Arrr, Matey!

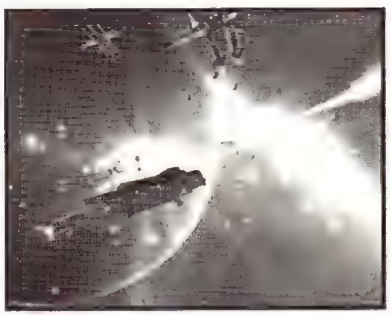


Pirates Ho!

If there's one thing in *EVE* that's a huge threat to the newbie player, it's pirates. Saunter into the wrong system while looking for some juicy asteroids is a big no-no, and that's what this massive section is all about. Here, you'll find the relative threat levels of more than 700 systems from a pirate point of view.

DANGER!

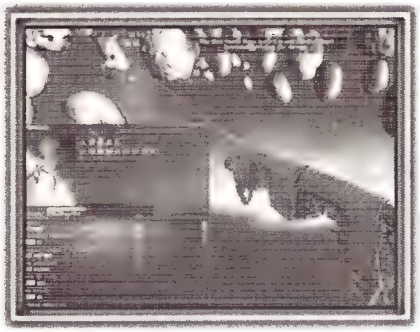
The first thing you must know is the relative risk level of a given system. For the purposes of this guide, the risk levels are low, medium, and high. You'll find these ratings in the bottom-right corner of the screenshots starting on the following pages.



- **Low:** In low-threat systems, there will be only one to three pirates in patrolling groups. However, just because there are "only" three does not mean it's safe to just run in, all guns blazing. After all, nobody likes BBQ … especially when you're on the grill.
- **Medium:** In medium-threat systems, up to six pirate units patrol in and around asteroid belts. Unless you're in a fairly capable group of ships with several well-armed frigates and cruisers, you don't want to be anywhere near a medium-activity system.
- **High:** In a high-threat system, you'll encounter up to six pirate ships, *plus* up to three cruisers. This means instant death for you unless you have some serious firepower at your back.

ALLEGIANCE TO NO MAN

Unlike the various corporations that run the EVE universe, the pirates don't answer to anyone—they're rogue forces out for nothing but their own enrichment … at the players' expense.

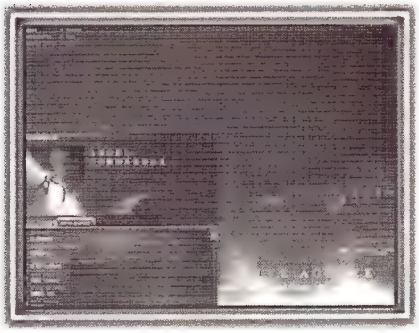


Fire at will!

A few handy rules for dealing with pirates:

Whittle Them Down: If you manage to tangle with a pack of pirates, your best bet is to strip them down to one ship and leave that one ship alive and semicrippled. Why? Because then the entire pack won't respawn at any point to menace you anew. From there, you can safely mine to your heart's content.

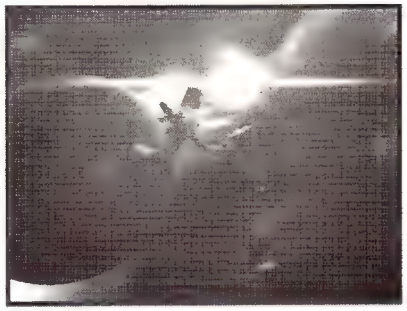
Fight or Flight: If you're getting thumped (and you will), there's no shame in running. Simply click on the nearest space station or stargate and quickly warp away.



Run away!

Torpedoes Away: Actually, it's missiles, but they typically have much better range than your guns. Once you acquire some, stand back and let loose on the pirates' festering hides. Just remember: They'll be out for blood as soon as your missiles start striking their scurvy bottoms.

Security Status



Each solar system in EVE has its own security rating, and this is the key to understanding how tough or numerous pirates in a given system will be. The lower this number, the worse it'll be in terms of pirate proliferation. A rating of under 0.5 means the system is essentially an intergalactic version of the Wild West, so watch yourself (or, better yet, refer to this guide so you know what you're getting into before you get there).

EVE: The Motion Picture

At the end of each "Region" section, you'll find a leaf from the pages of EVE's history to help you bulk up on your knowledge of what the universe holds, both past and present.

KONRAKAS

In the early days of space flight, it served only as a means of travel between two planets. But recently, space travel has become much more. Thousands of people now live most of their lives in space, calling a space station[EM]instead of a planet or a country[EM]their home. Space stations have increased in size, becoming full-fledged habitats with food production units and factories able to satisfy every need of the populace.

Naturally, these cities in space require huge amounts of materials and minerals to sustain and support themselves. If they're lucky enough to orbit a populated planet, they seldom want for anything. But others must fend for themselves. Planetary mining of uninhabited planets and moons is vitally important for any manufacturing station that wants to compete on equal footing. Although such stations do exist without the support of a mineral-rich stellar body below it, they must rely on minerals being transported to them, which is always more cumbersome and expensive. This means that uninhabited but mineral-rich planets are gold mines, often literally, for anyone aspiring to large-scale manufacturing.

One such mineral-rich planet is Konrakas in the system of Shintaht. The system, originally surveyed and named by the Caldari, lies close to Amarr space and has been claimed by both the Caldari and the Amarrians, although neither has yet settled the system. Shintaht is one of those relatively rare binary systems where the two stars are fairly close to each other. Only the larger of the suns has a planetary system, but the smaller one is close enough to exert great influence on the planets orbiting the larger sun. Konrakas also has two large moons, which add their gravitational influence to that of the suns.

The result is that Konrakas has an extremely chaotic climate. The seasons vary greatly, ranging from icy cold to scorching heat. Ocean tides are dramatic, and floods are very common. Winds howl constantly over the landscape, frequently reaching hurricane speed. The gravitational forces also cause frequent earthquakes and volcanic eruptions. The planet is, not surprisingly, completely lifeless. The natural forces shaking the planet have caused many rare and valuable minerals to shift close to the surface, making the planet a mineral heaven. But these same natural forces also make it extremely difficult to mine these minerals, and neither the Caldari nor the Amarrians have yet made the heavy investment needed to start a planetary mining operation on Konrakas.

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Region: Sino Laison

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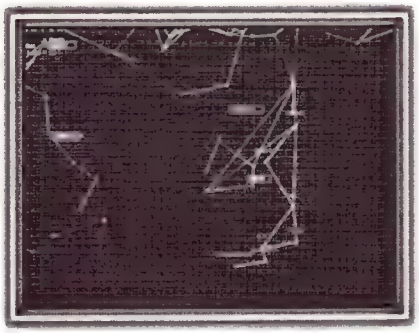

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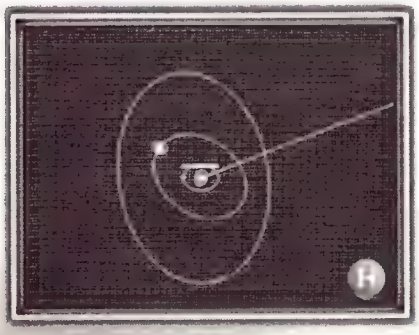

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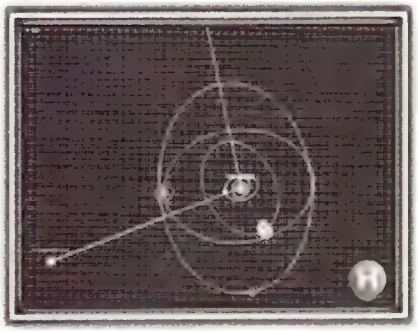

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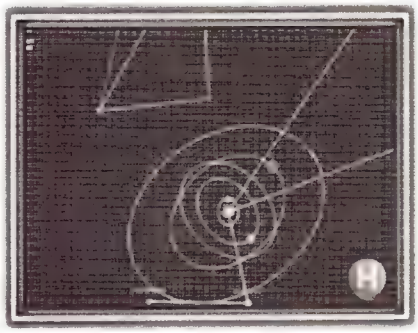

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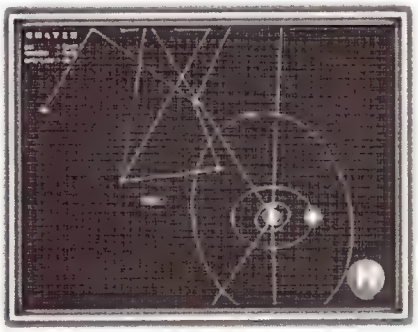

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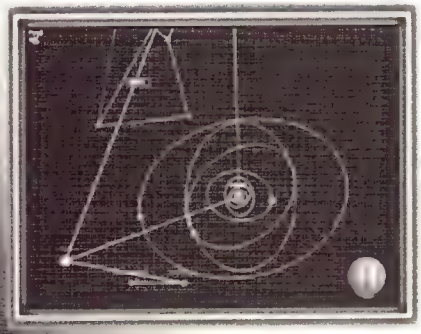

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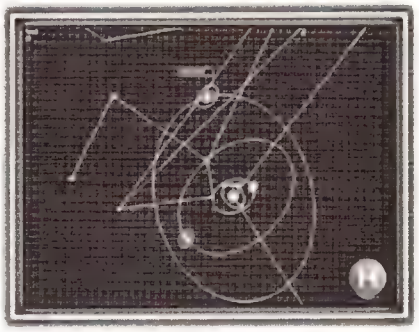

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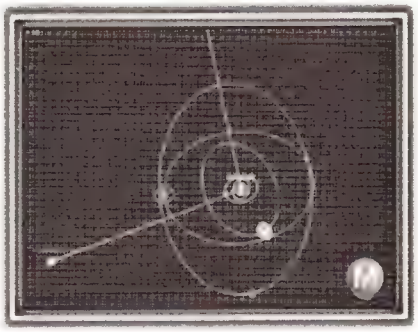

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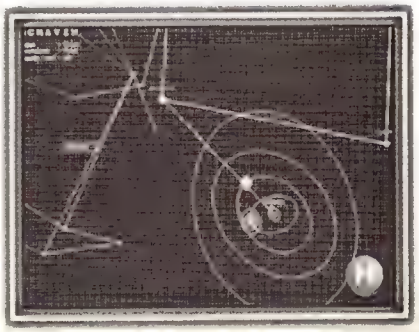

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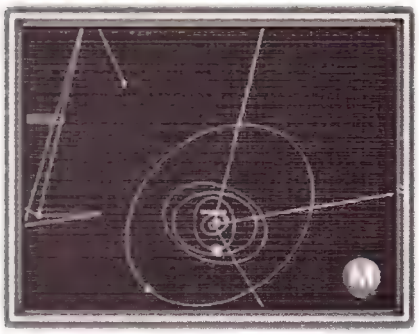

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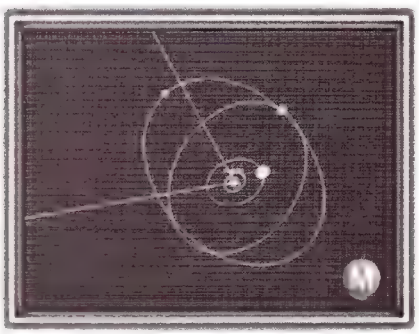

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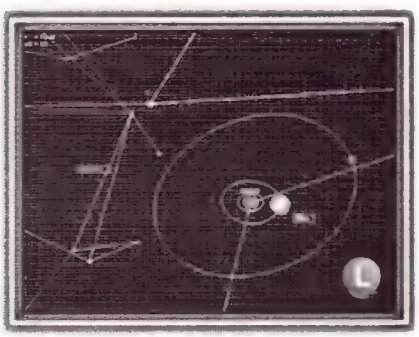

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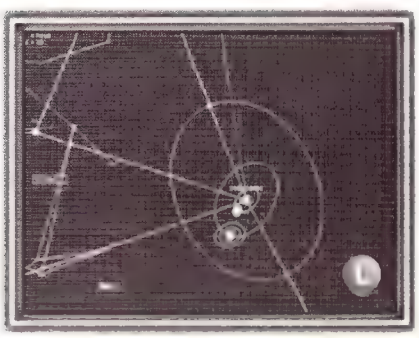

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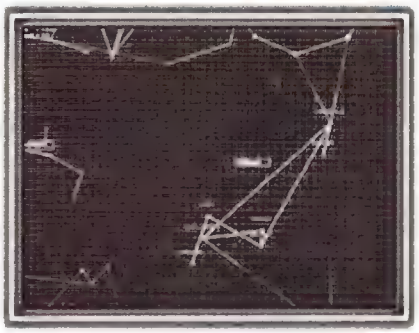

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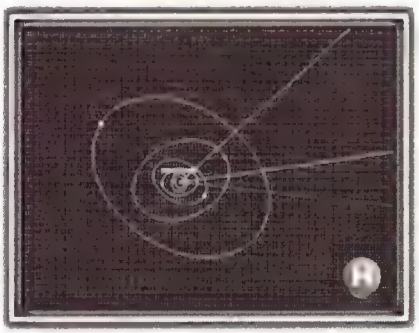

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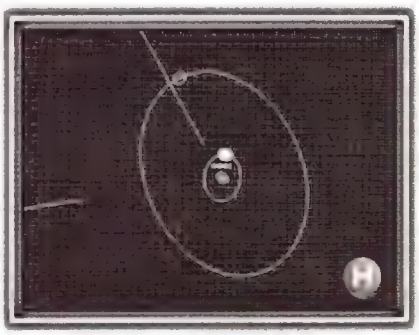

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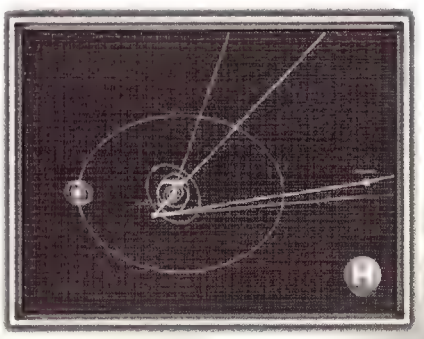

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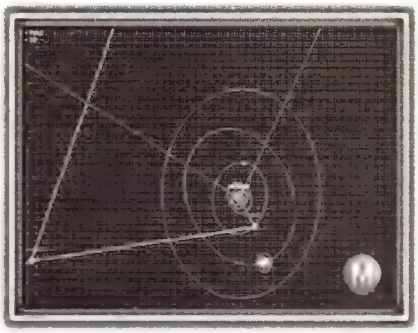

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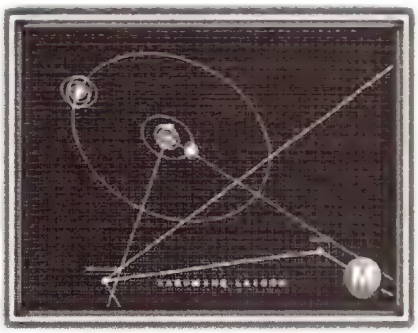

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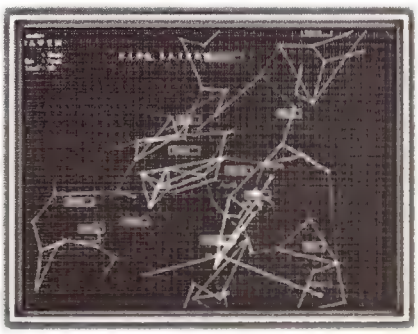

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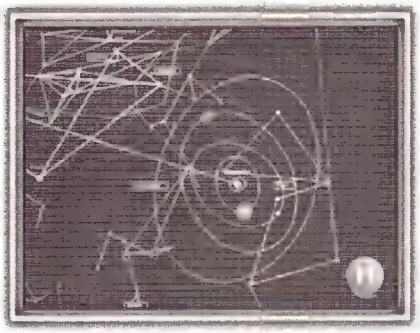

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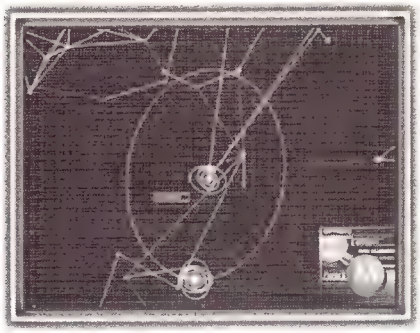

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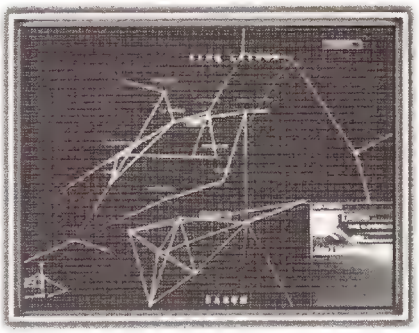

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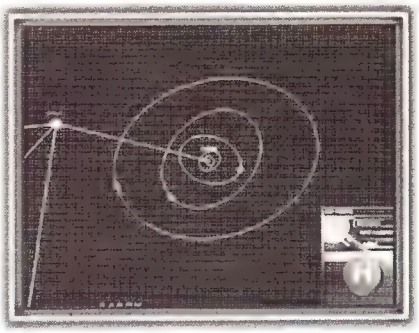

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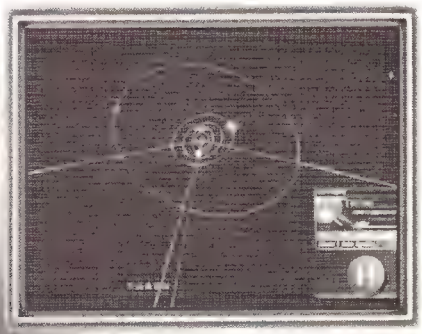

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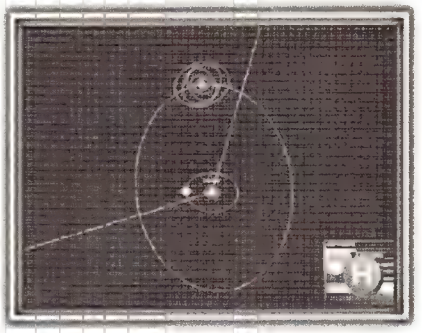

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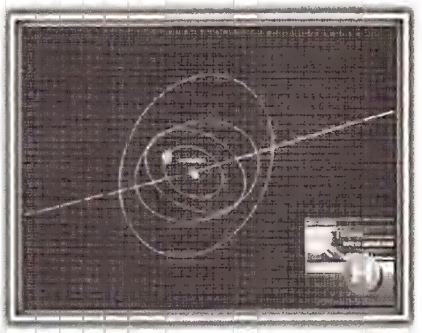

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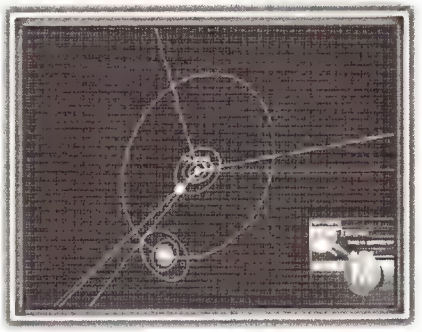

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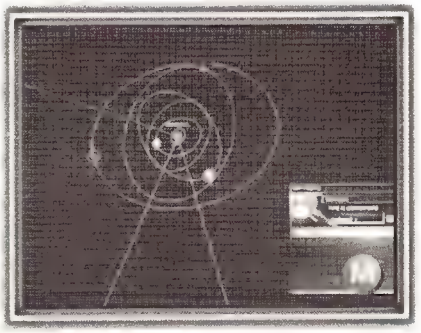

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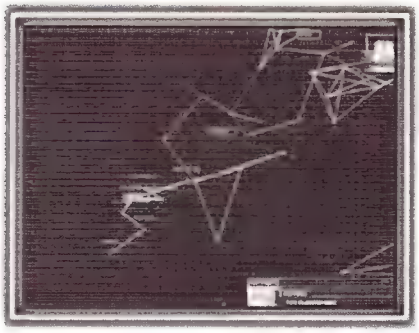

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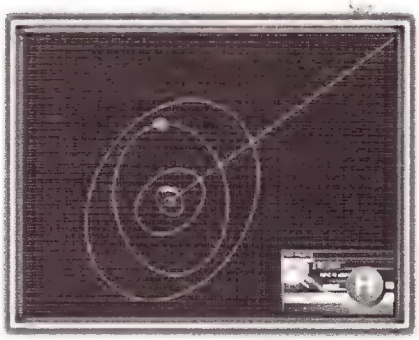

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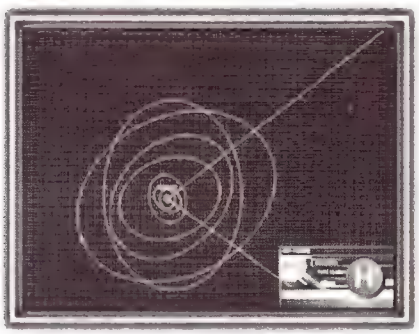

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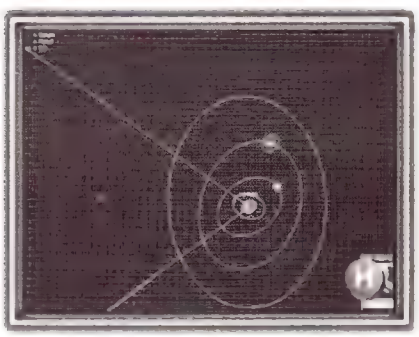

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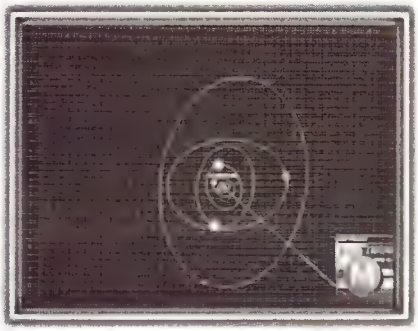

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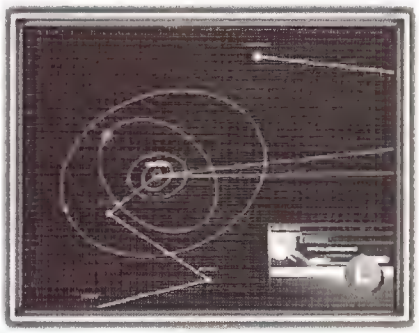

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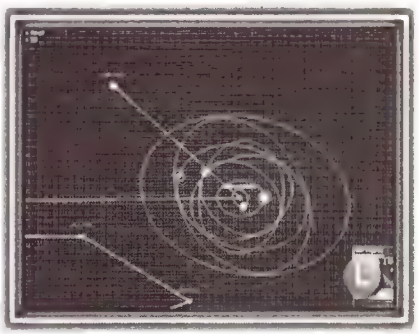

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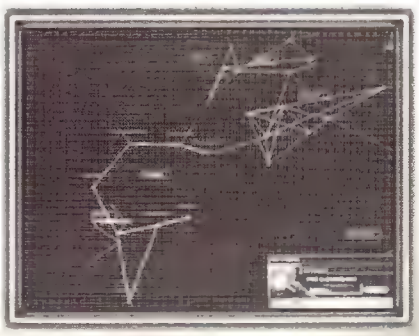

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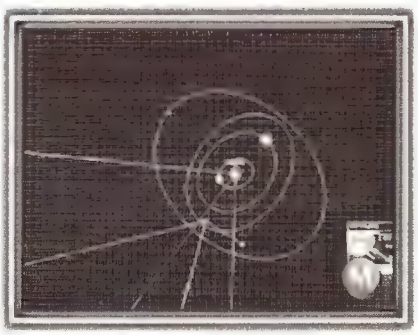

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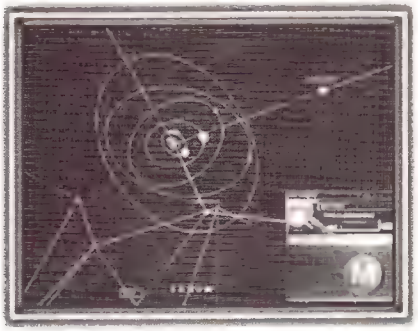

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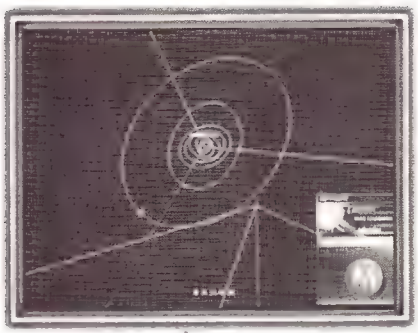

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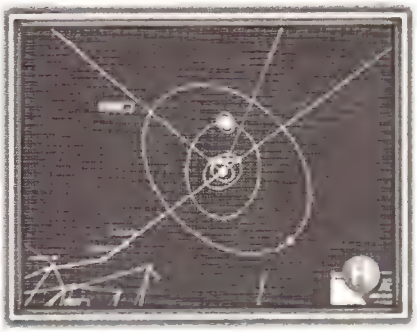

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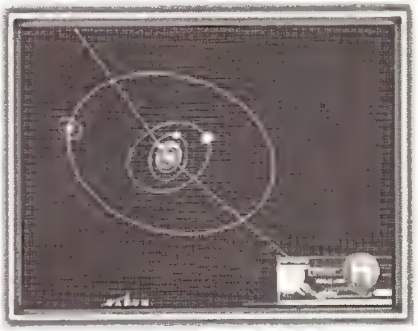

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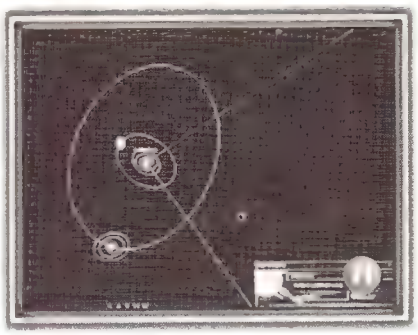

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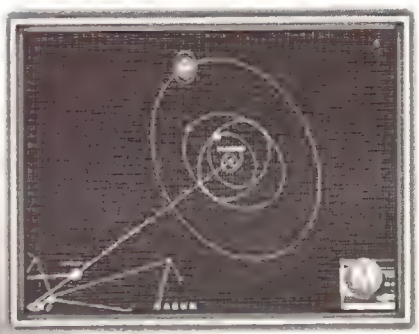

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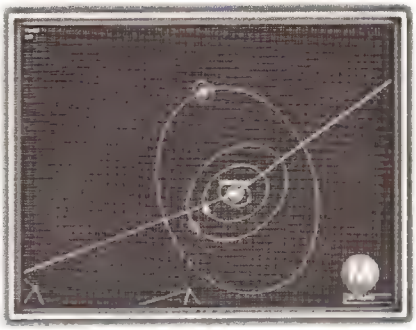

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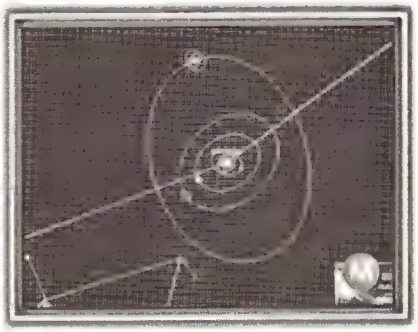

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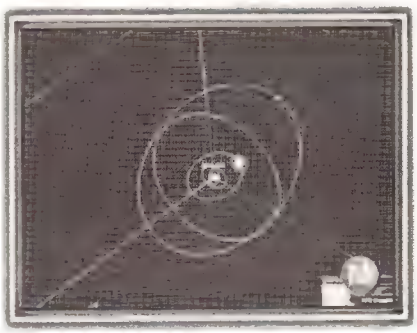

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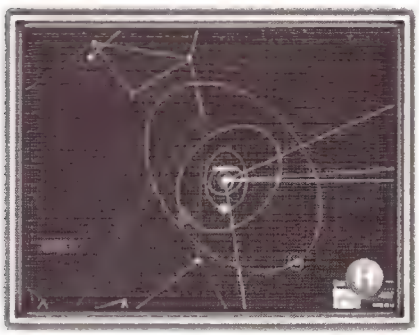
System: Miroitem



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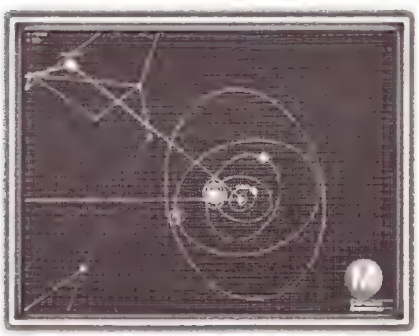

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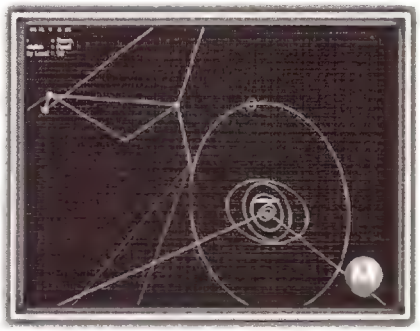

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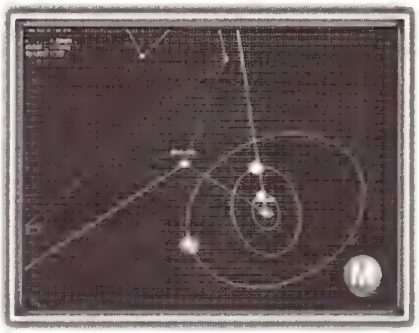
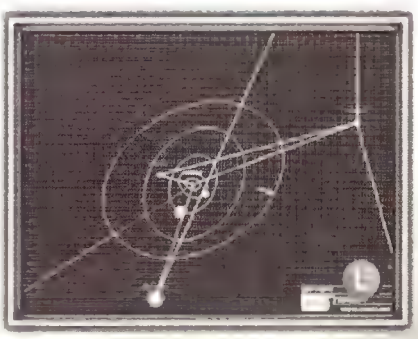


CONSTELLATION: GALLENTE BORDER ZONE

System: Carrou



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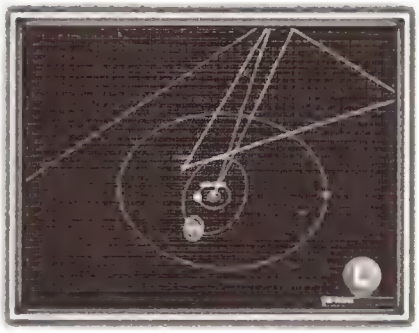

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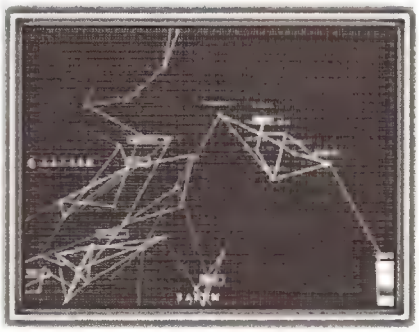

System: Colelie

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The Titans

In the Amarrian tongue, its name is *Imud Hubrau*, or "Beast of Heaven." To the Gallente, it's known as *Soltueur*, or "Sun Slayer." The collective name for this behemoth is the Titan, the largest spacefaring vessel ever constructed. The sheer cost in resources, manpower, and time, as well as the necessary technological knowledge, makes construction of a Titan-class vessel a venture only empires can fathom.

Some of these mammoth vessels have taken decades to assemble. Many are over a century old, and the three mammoth Jovian motherships[EM]the first Titans[EM]have origins that pre-date modern space travel. They are maintained with constant upgrades and, at any given time, one of the three is out of commission while undergoing retrofits.

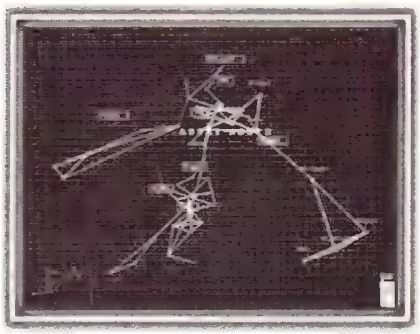
Their value is indescribable. Functioning as mobile bases of operations and flagships, Titans turn the tides of war with their mere presence. Aside from their blistering armament and meters-thick armor, they can transport entire fleets within their hulks across entire star systems. Their mind-boggling mass causes small ships to become trapped in the gravity bow-wave before them.

A few of these vessels are massive enough that their presence affects planetary tidal patterns. One notable incident occurred on the small agricultural world of Goral, where a Gallente Titan moving into orbit caused an abrupt shift in tides that flooded crops and farmland. The decrease in food production meant that the entire system, which depended on Goral for food stock, had to be supplied by merchants or face starvation. Since then, Titan navigation systems have been programmed with fail-safes to prevent them from approaching a planet so closely.

Recently, Titans have become available to more than just the richest of empires. With the advent of exploration, new resource-rich worlds have been discovered. For the construction of an Amarr corporation's newest fleet addition, a lush, tropical moon was decided as a prime source for resource extraction. After decades of aggressive strip-mining, the moon's surface had been mostly torn away. At the cost of thousands of Minmatar slave lives, the Titan was complete, leaving the moon a devastated, tectonically unstable hell.

Region: Asset Route

CONSTELLATION: ALDODAN



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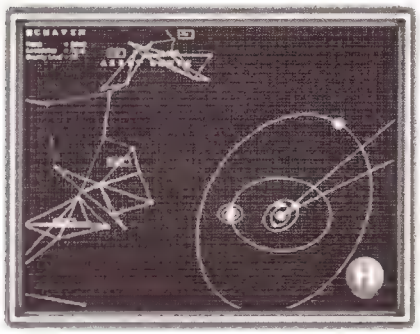

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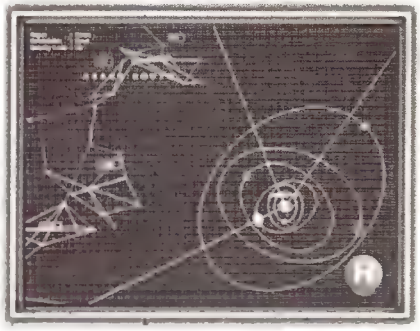

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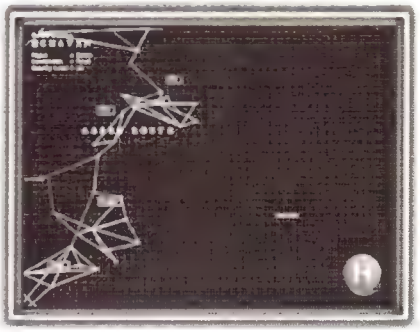

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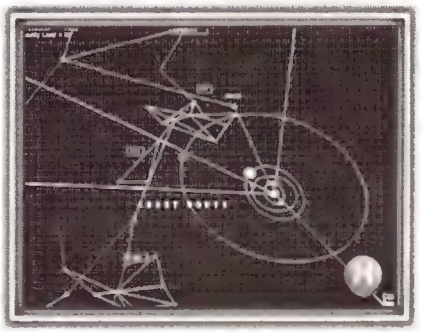
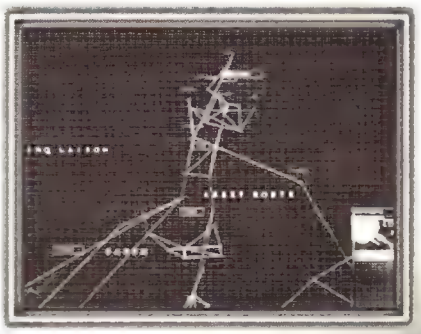


System: Ofstold

System: Arnher

System: Laseleinur

CONSTELLATION: BARVIGRARD



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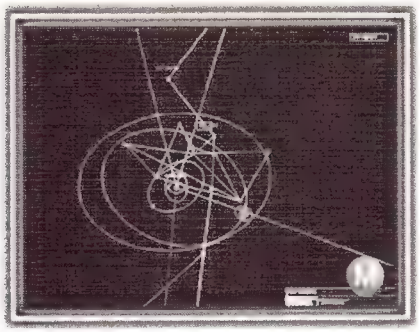

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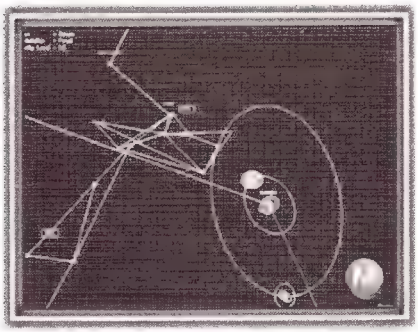

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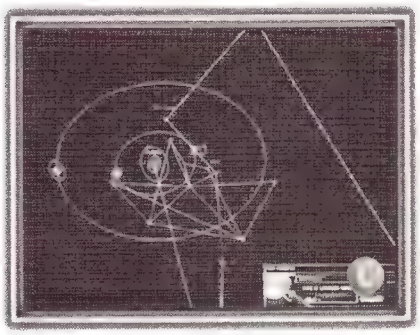

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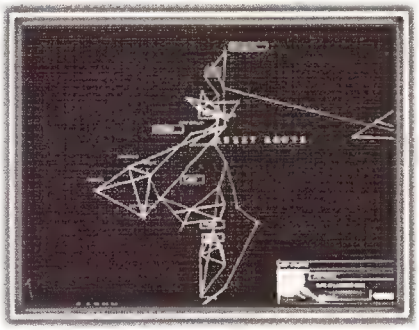

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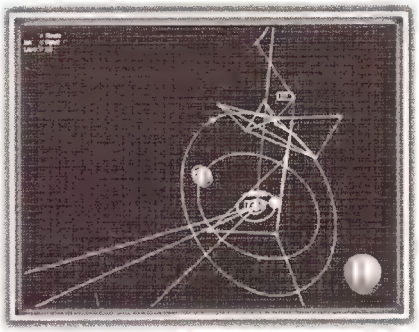

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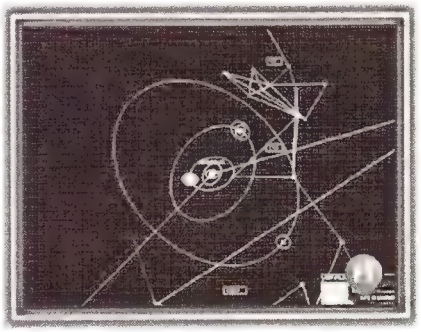

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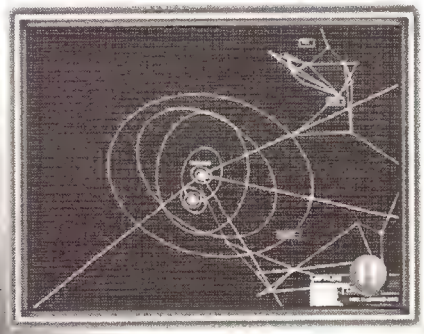

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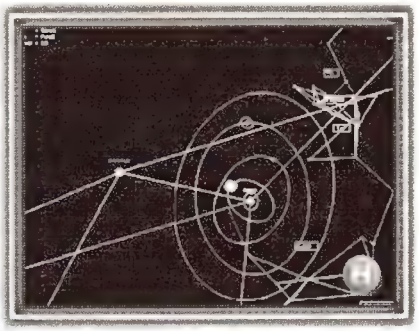

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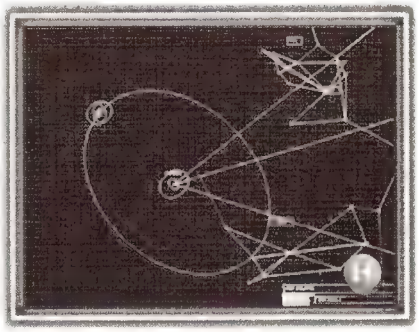

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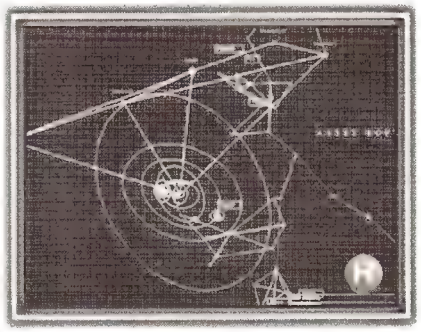

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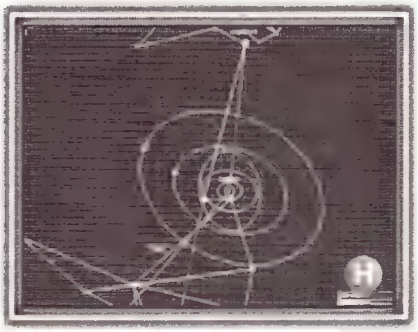

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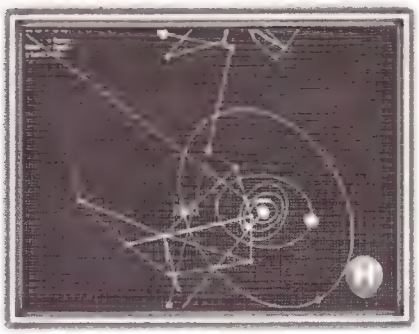

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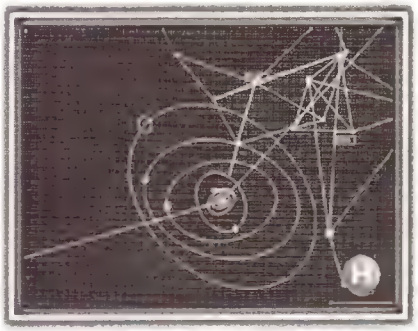

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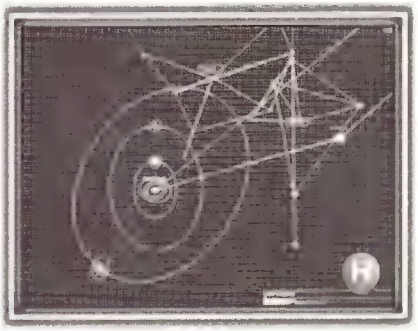

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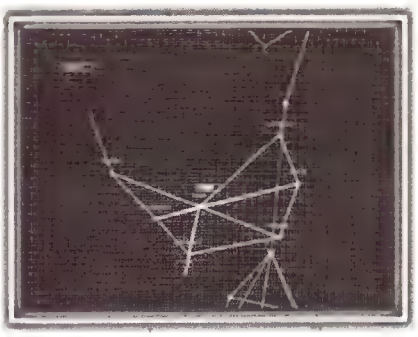

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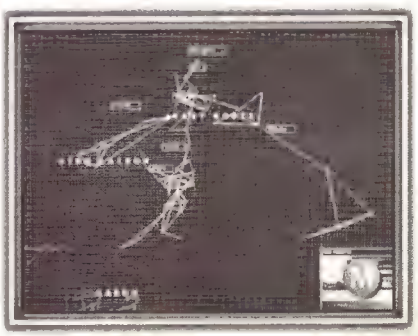

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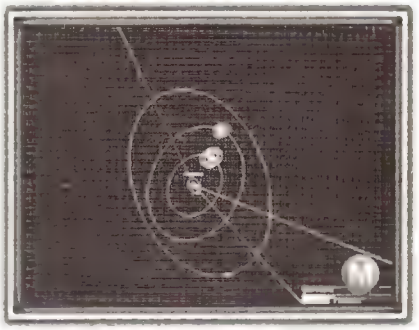

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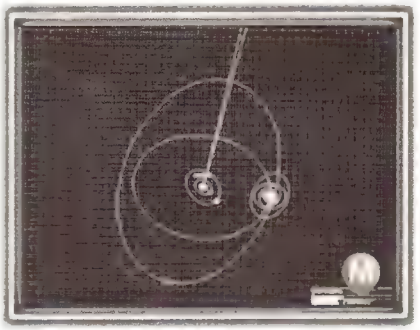

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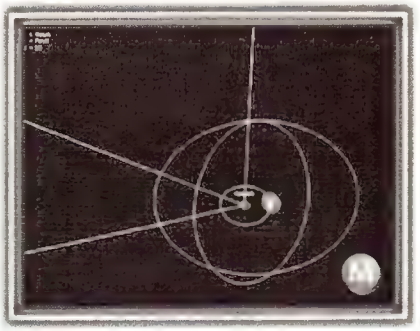

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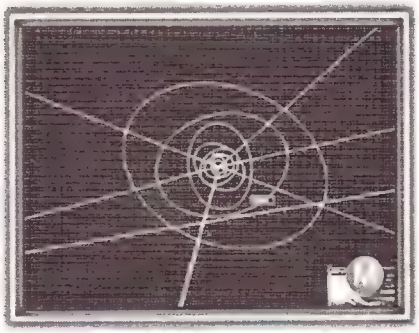

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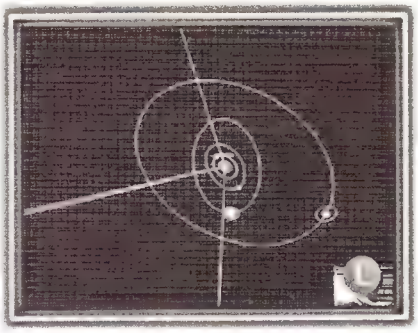

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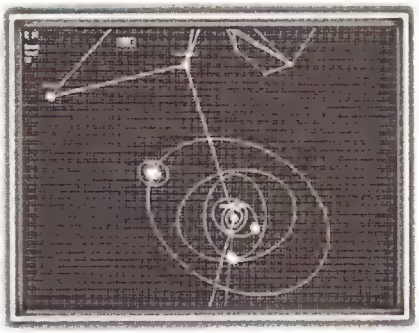

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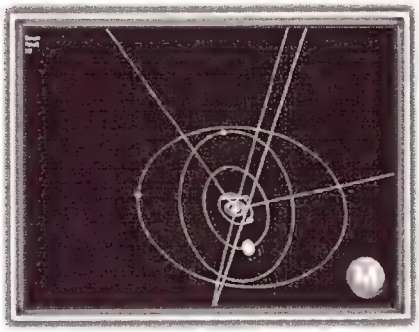

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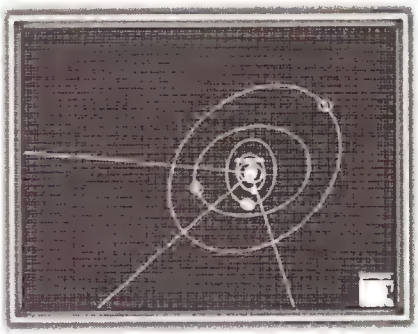

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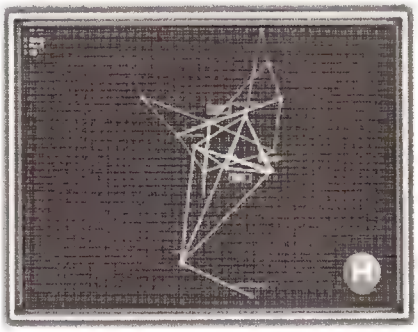

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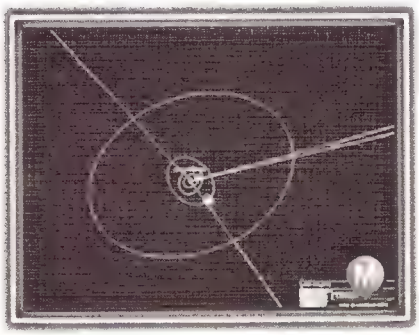

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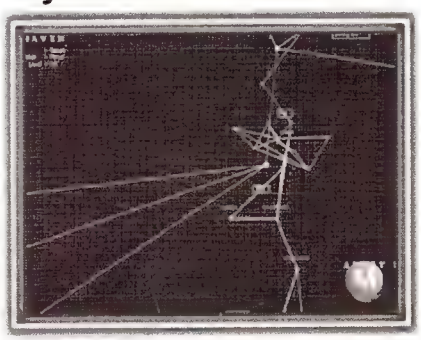

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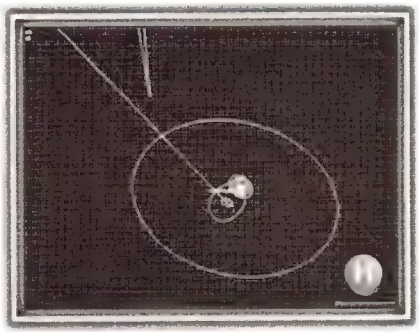

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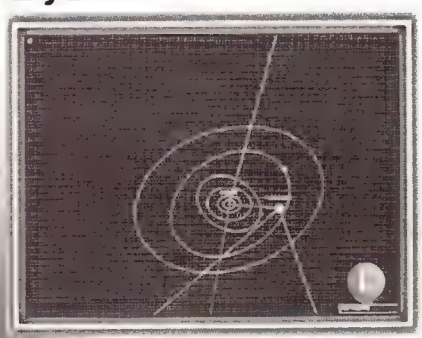

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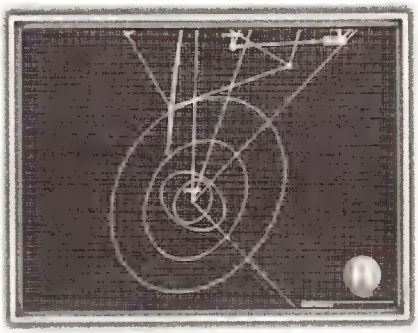

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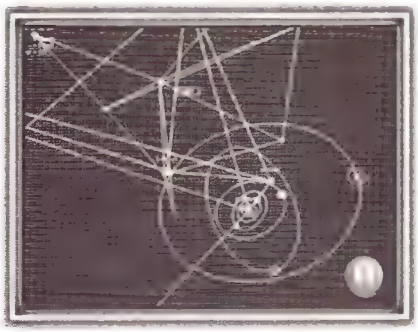

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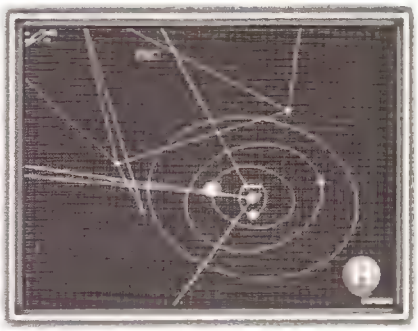

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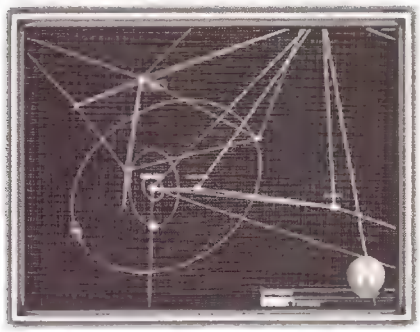

System: Ontorn

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Camera Drones

After the Jovians introduced capsule technology to the empires, inventors tried several methods for visually presenting the capsule's surroundings to the captain enclosed inside. The Jovians developed a method to use the data from wide range of scanners to paint a realistic view of the ship's surroundings in the mind of the captain. But after intensive experimentation, it was discovered that this caused severe nausea and disorientation for most captains not of Jovian origin. Other high-tech methods also had to be discarded for similar reasons. In the end, the empires discovered that simple cameras directly connected to small screens inside the captain's helmet were the best solution.

At first, these cameras were mounted on the hull of the ship, but with the advent of electrical energy weapons these cameras became too vulnerable to damage from electrical charges. The Gallenteans were the first to experiment with cameras mounted on drones hovering around the ship. They developed this method when researching more efficient point-defense weapons. This method later caught on with the other races and is now common practice, with all the empires manufacturing their own types of camera drones, all based on the same principle. At first, only one camera drone was used, but today there are two, for stereoscopic vision. The camera drones are suspended some distance from the ship. They attach to the ship by using a combination of an attractive magnetic force and repulsive electromechanical force, which allows them to orbit the ship at any desired position. The drones never need replenishing or refueling.

The camera drones can be commanded through the captain's neural link, giving the captain a clear view of his environment quickly and comprehensively. Because it's stationed a short distance from the ship, the camera drones aren't as susceptible to weapon outbursts hitting the ship's hull. The drones can still be destroyed—either on purpose or by an accident, such as passing debris or a stray shot.

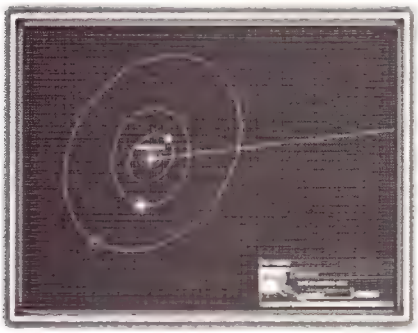
All ships have abundant supplies of spare camera drones stored away for such occasions and the captain has to be fairly clueless to run out of camera drones. The fact that the drones are stationed outside the ship's shield makes it impractical to try to protect them. Simply storing lots of them is much easier, as they're very cheap.

When the ship uses a stargate, the camera drone needs to move back into the ship. It re-emerges as soon as the ship exits the jump. This doesn't apply to warping, when the ship travels between planets within a solar system.

Although the camera drone serves as the main visual tool of the captain, they've been used in other ways. Some missiles sport a camera in their nose, allowing the captain to see where the missile lands. The Gallenteans also often use special camera-fitted scout drones, which they send out on reconnaissance runs.

Region: Essence

CONSTELLATION: JEON



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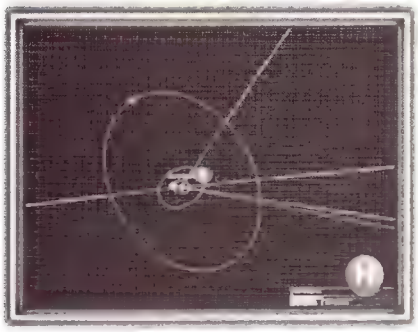

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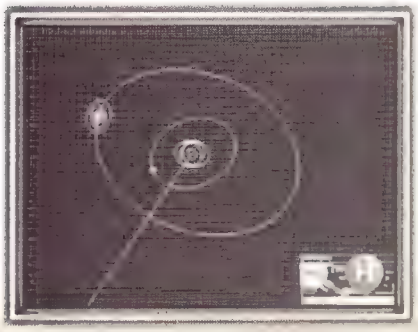

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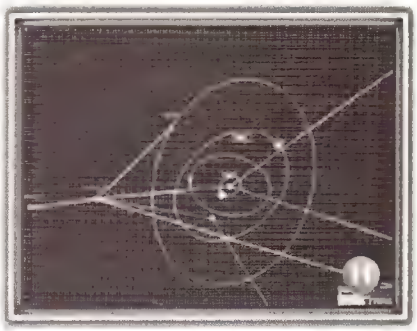

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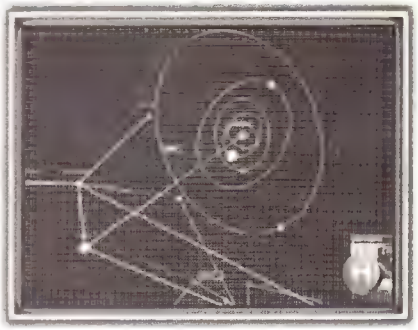

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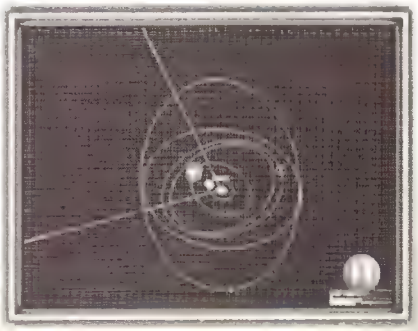

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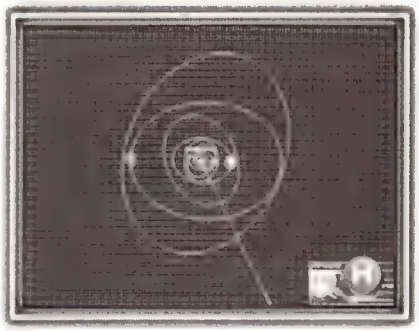

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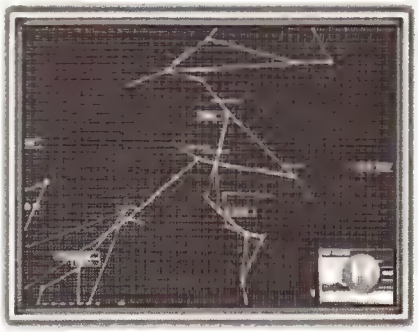

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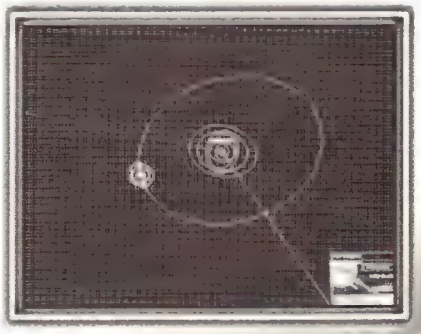

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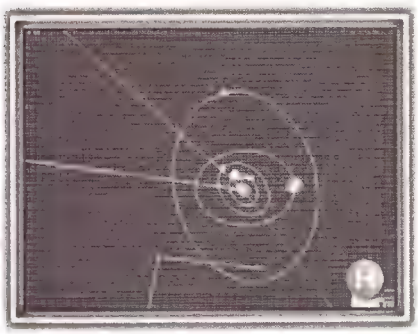

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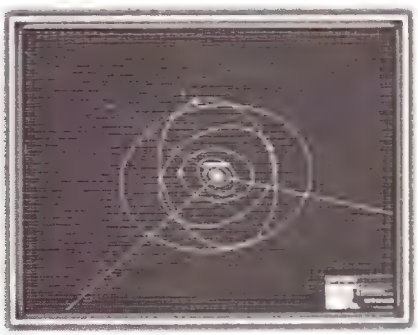

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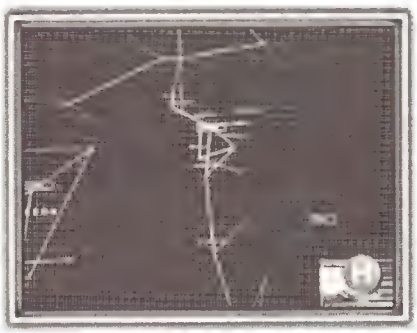

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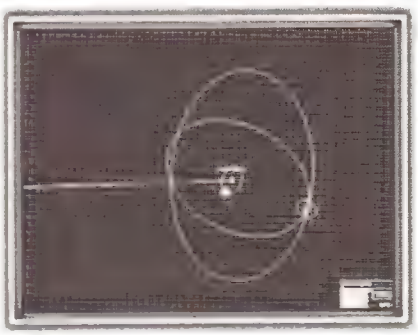

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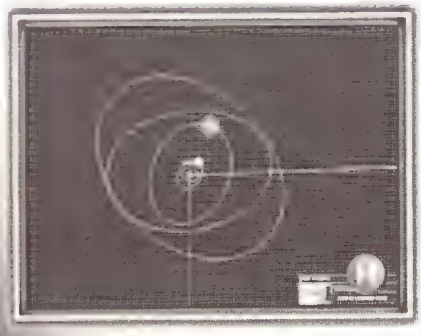

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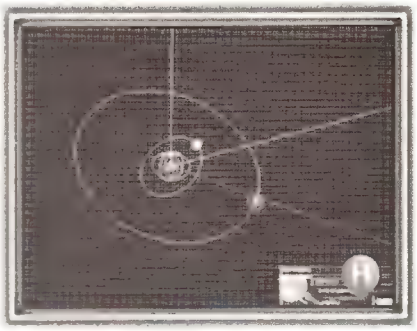

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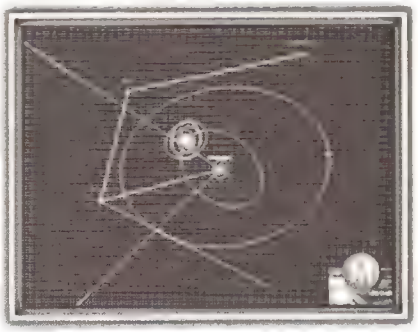

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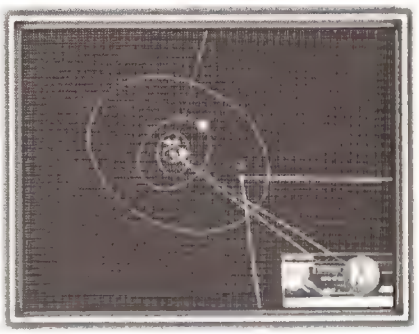

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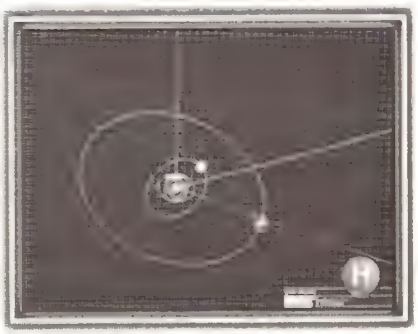

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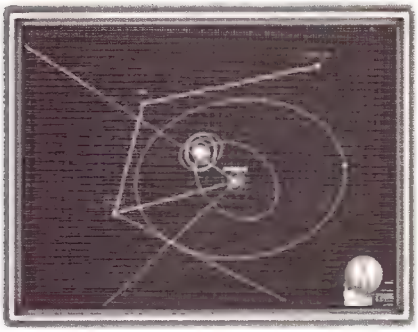

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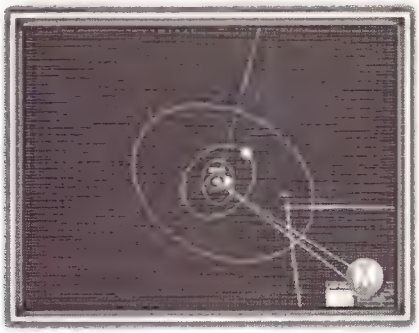

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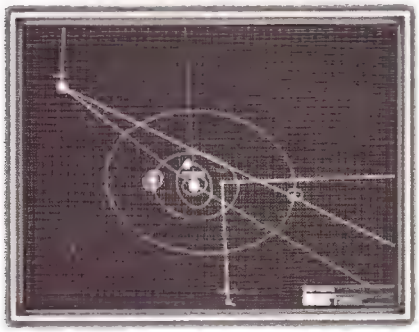

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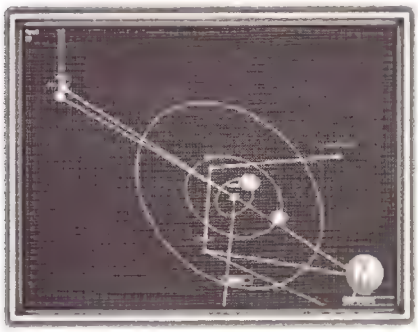

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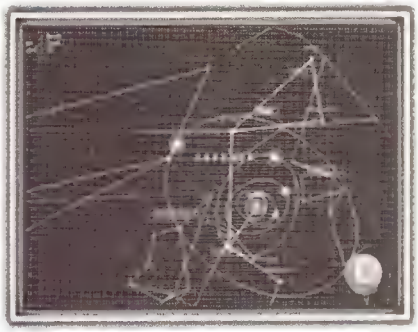

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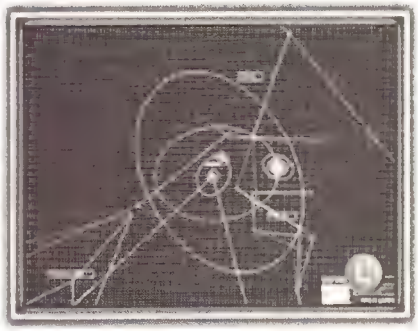

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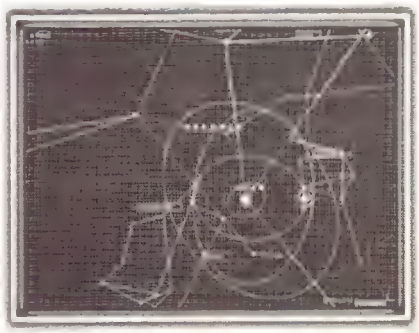

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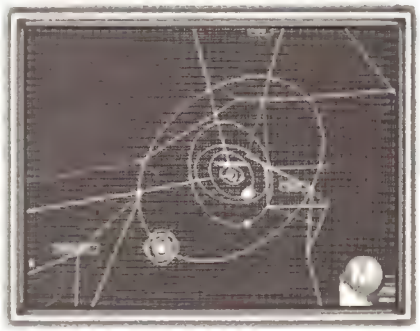

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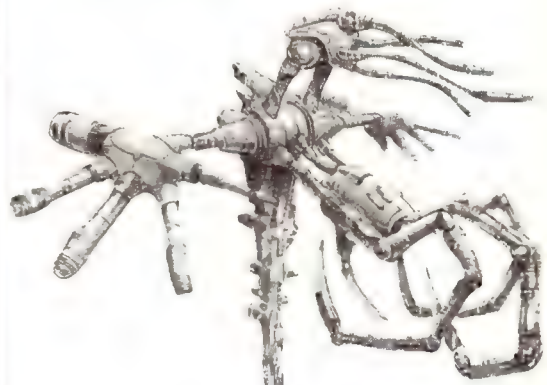

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Time Out

The four ships registered as red dots on Maya Arikinnen's radar, but that didn't deter her from activating her cargo scanner on one of them. The four frigates were manned by outlaws, characters with a track record of crimes and misdemeanors. But Maya recognized their kind by their ships and style. They were not killers, but smugglers. This didn't make them harmless, but they were less likely to start some reckless action here in a medium-risk system. At least Maya hoped so.

Torrinos system lay on the outskirts of Caldari space. Beyond it were increasingly less secure areas until one reached the Amarrian border zones some seven jumps away. Although this route was not an official linkage point between the two empires, it was still a popular path for smugglers or those wishing to travel outside the main routes. This was the reason why Maya had positioned herself here, sporting her newly acquired cargo scanner courtesy of the Custom license she'd bought from the Caldari state. Many of her friends had done this before her, and all agreed that Torrinos system offered some good pickings. All she had to do was sniff out some illegal or contraband goods and report her findings. She would then receive a part of the fine imposed on the offender by the authorities.

The cargo scanner aligned itself with the nearest of the four frigates and started its scanning process. But before it could finish, it sputtered to a halt and reported a failed scan. At first, Maya was sure she'd done something incorrectly, but then she realized that the ship had used an anti-scanning device to counter her scanning efforts. The four frigates suddenly veered off their course and headed directly toward her. At the menacing advance of the smugglers, Maya fought the urge to panic and do something reckless. The smugglers had not yet opened fire. Maybe they were just trying to scare her off. The leading smuggler, the one that thwarted her scanning attempt, established a com-link to her, automatically creating a new channel for them to communicate.

"Whaddya think yur doin'?" the uncouth voice of the smuggler crackled. "Try one more time to scan us and we'll fry your ass!"

Maya ran some background checks on him, learning that he was Nori Yirikai, a member of a renowned criminal organization. He had an unimpressive track record of smuggling felonies, which explained his current usage of a high-tech anti-scanning device.

"Obviously a man who learns from experience," Maya thought sardonically. It was obvious that Yirikai and his cronies were only trying to scare her away, being sensible enough to be unwilling to reduce their already sorry security standings by engaging in combat here. Yet they must be carrying illegal cargo, or they wouldn't be so concerned about being scanned.

Just to be on the safe side, Maya asked two of her friends in the custom business that she knew were close by to come and join her. She then turned her ship away from the smugglers as if she were leaving.

"There's a good girl," came the voice of Yirikai. Maya noticed he was trying to sound scornful, but it sounded more like relief. She wondered what they were carrying that they were so anxious to keep a secret. It was tempting to provoke them by trying to scan them again once her friends got here—one of them might get through. Once her friends arrived, they quickly aligned themselves beside Maya's ship, which she had promptly turned around.

The smugglers seemed to hesitate for a second. They were probably discussing this new turn of events. Maya and her friends formed a group so they could retaliate in case one of them was attacked. The smugglers started aligning themselves in a combat formation. Maya began sweating. She had fervently hoped it wouldn't have to come to this, but it was clear that the smugglers were willing to attack them to keep the identity of their cargo hidden. She began preparing her ship for the onslaught. But just as the two sides were about to let loose their weaponry, a new ship appeared on the radar. A big ship. A DED ship. Maya sighed in relief.

The sudden appearance of the DED battleship quickly ended any thoughts of battle. Both sides disengaged and prepared to leave, all under the watchful eye of the DED ship. The com-link with Yirikai came to life:

"You just watch it, Custom Officer Arikinnen. Next time, I won't hesitate to kill you," Yirikai said vengefully.

"Yeah," Maya thought as she warped out, "and I would very much like to find out what you're carrying in your cargo hold."

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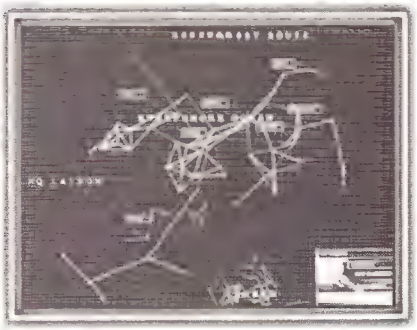
Region: Everyshore Ocean



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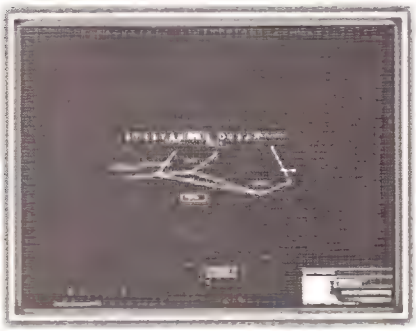

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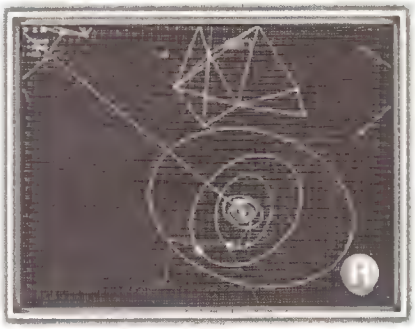
System: Adeel



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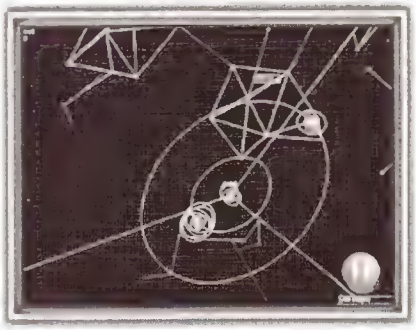

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System: Mannar

System: Angatalie

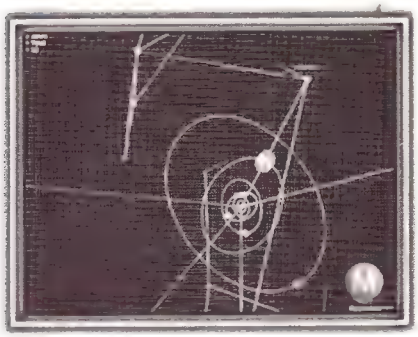
CONSTELLATION: CHASNAYE

System: Gerper

System: Mya

System: Struulvende

System: Azer



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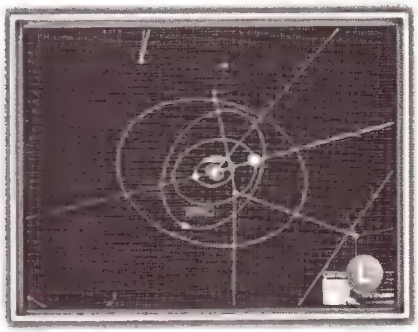

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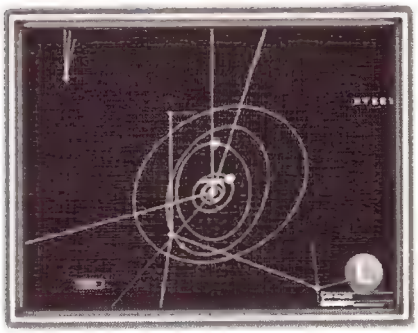

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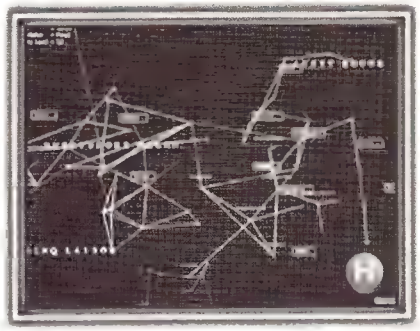

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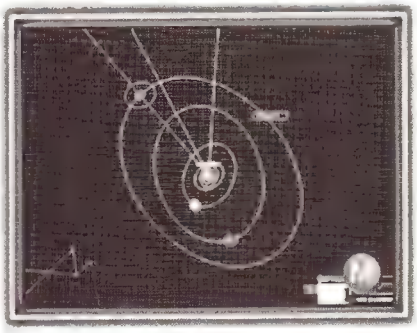

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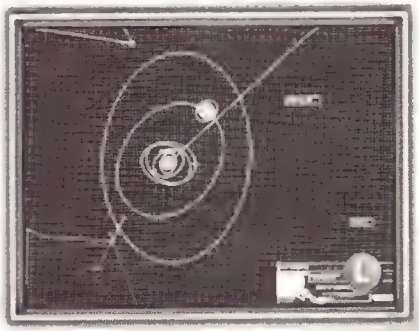

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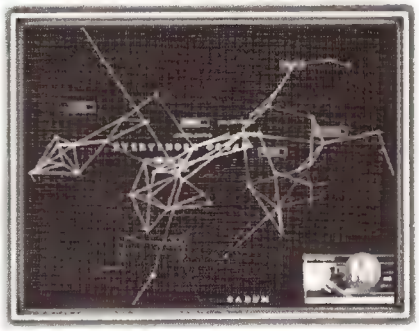

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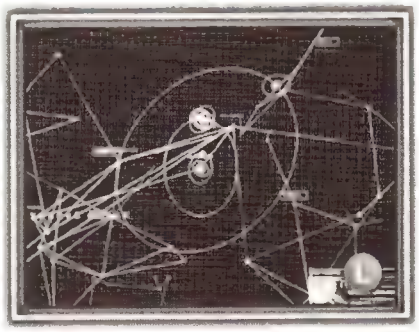

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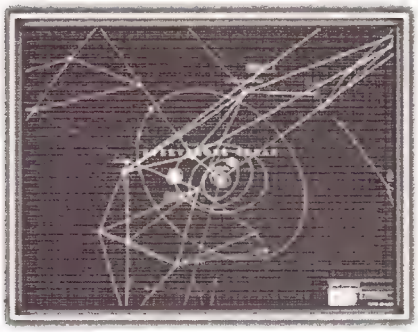

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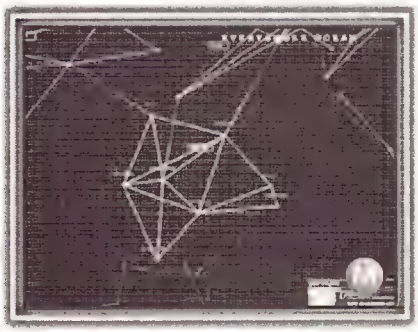

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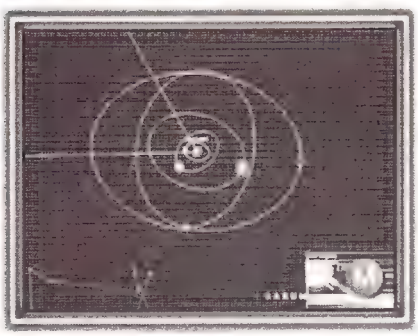

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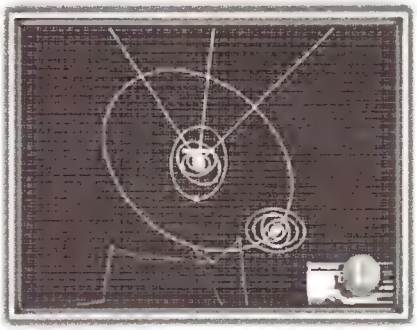

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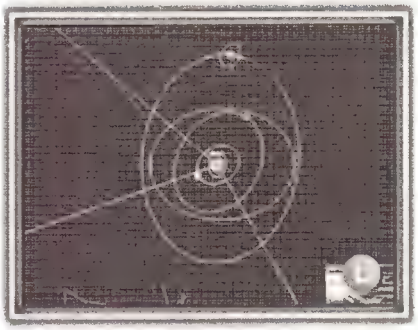

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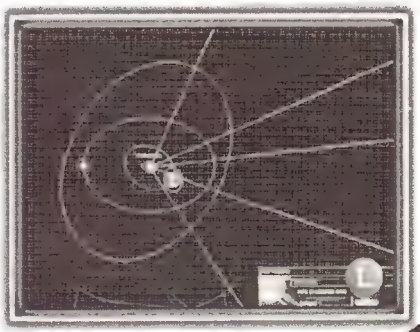

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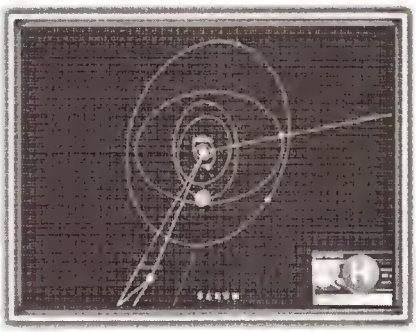

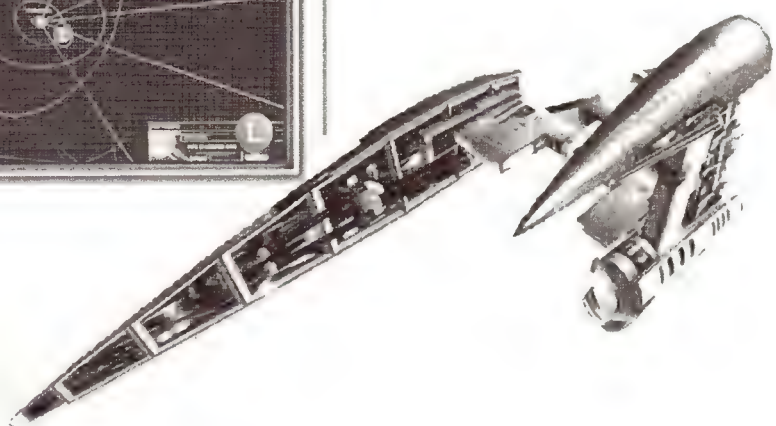

The Sarpati Family

Once upon a time, every nation had high hopes for the future of the neural boosters. Many believed they were the next natural step for humankind in improving itself. Each of the empires started their own booster research, dreaming of creating a wonder brew that would propel their subjects to greatness. These dreams came crashing down one day when it was discovered that neural boosters had some very unfortunate side effects. In a heartbeat, these wonder brews were turned into public health hazards.

One of the lesser-known booster research firms was owned and run by Igil Sarpati, a competent Gallente scientist. Sarpati's firm, simply named Sarpatis, was contracted by the Gallente Federation to lead booster research. When the Federation banned boosters following the discovery of the fatal side effects, the rug was pulled out from under the company's feet and it quickly closed, sharing the fate of almost all other companies that built their operations on boosters. A few years after the company closed, Igil Sarpati died. The Sarpati family passed into obscurity, seemingly destined to go down in history, alongside thousands of others, as failures.

Igil's eldest child, Virge Salvador Sarpati, became the head of the family after his father's death. He grew up in the shadow of his father's failure, and this experience marked him for life. In time, he founded his own company and called it Serpentis, an older form of the family name and a tribute to his late father's company. The only assets he had were his father's old booster formulas, but the ban made them worthless. Instead of going into the pharmaceutical business, V. Salvador Sarpati (as he likes to be called) focused on high-tech research and development. Slowly, but surely, the company gained strength. Although it is nominally a Gallente-based company, it has a very cosmopolitan character and considers itself unattached to any government.

Three decades ago, Sarpati bought a system in the Phoenix constellation and named it Serpentis. He built himself a magnificent space station orbiting Serpentis Prime and began running the company from there. As his power and wealth have grown, he has expanded the territory he owns and now runs a dozen space installations around the world of EVE. Although all the Serpentis stations are officially termed research stations, over the years they have grown into notorious pirate havens. Sarpati himself encouraged such development, hinting at a more

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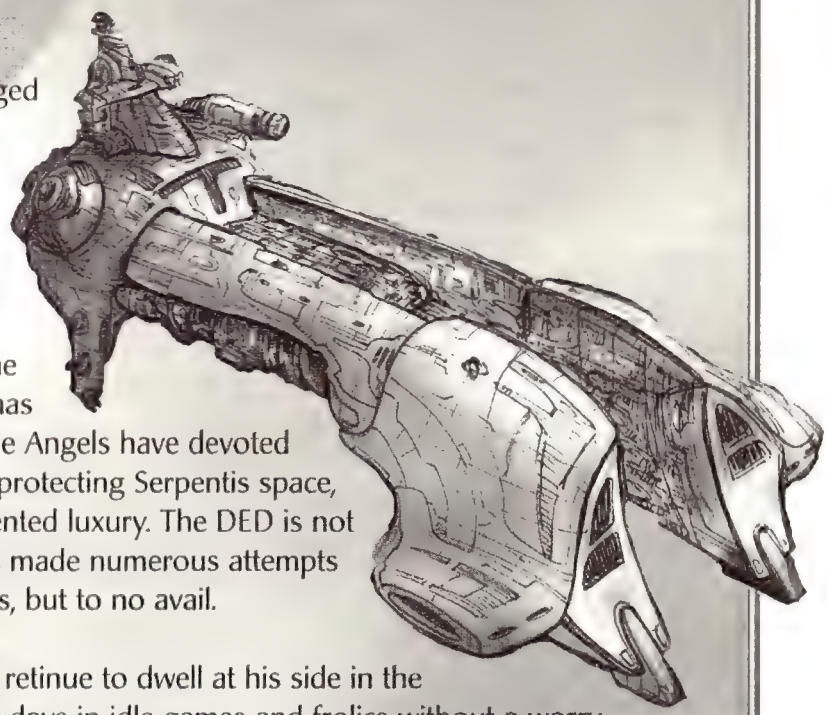
The Sarpati Family (continued)

sinister long-term strategy than offered by his innocent-looking company. Indeed, it has been rumored that once Sarpati had set himself up, he dusted off his father's old formulas and turned his research facilities on them.



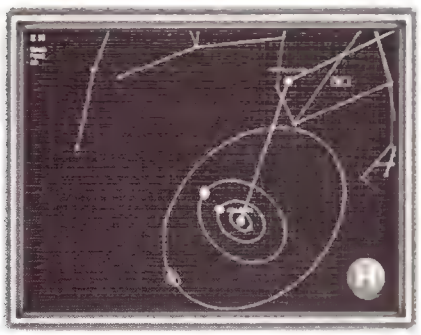
Opening one's stations to pirates and outlaws can easily become a double-edged sword, but Sarpati was smart enough to get himself protection. He made a deal with the Angel cartel that it would provide protection for all Serpentis stations. In return, the Angels would get a cut of all trade on these stations and access to any research breakthroughs the Serpentis corporation makes. This deal has been so lucrative for both parties that the Angels have devoted their entire Guardian Angels division to protecting Serpentis space, and the Sarpati family lives in unprecedented luxury. The DED is not wholly unaware of the situation and has made numerous attempts to close some of Sarpati's establishments, but to no avail.

V. Salvador Sarpati has gathered a small retinue to dwell at his side in the Serpentis system. There they spend their days in idle games and frolics without a worry in the world. Sarpati himself is an active participant, although his boundless energy and ambition allows him to break out of it every once in a while to take care of his small empire. The more frivolous of Sarpati's relatives live with him, while the more headstrong are scattered around the other Serpentis stations. Only one member of Sarpati's immediate family, his sister Santimona, has rejected both the indolent life at Serpentis Prime and Sarpati's close links to the underworld. She is now a member of the Sisters of EVE order and mocks her brother and his lifestyle at every opportunity, calling him "King Serpent" and Serpentis Prime his "royal court."

Region: Genesis

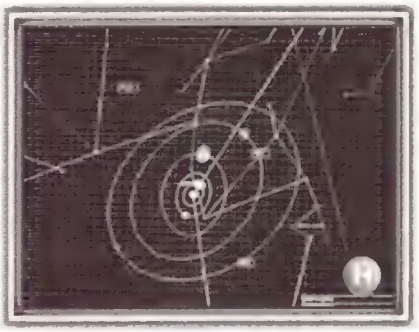
CONSTELLATION: EVE

System: New Eden

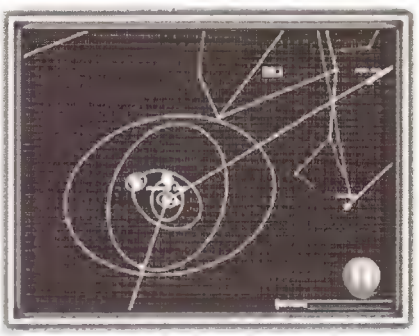


System: Central Point

System: Gateway



System: Promised Land



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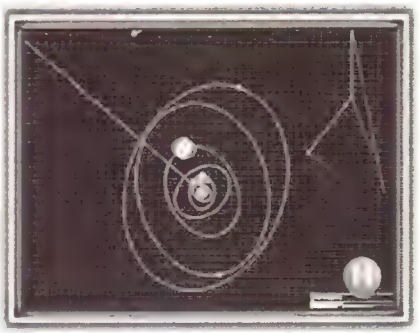
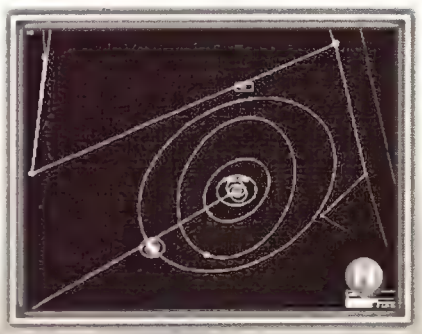
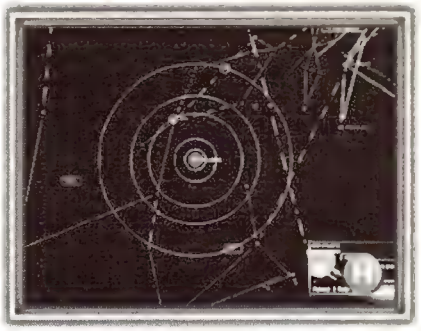


System: Dead End



CONSTELLATION: MONALAZ

System: Access



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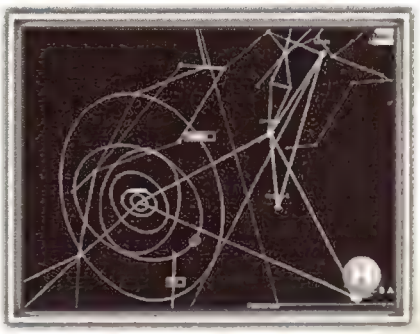

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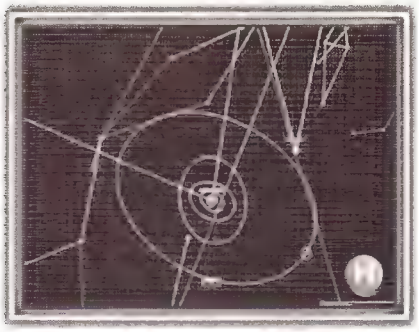
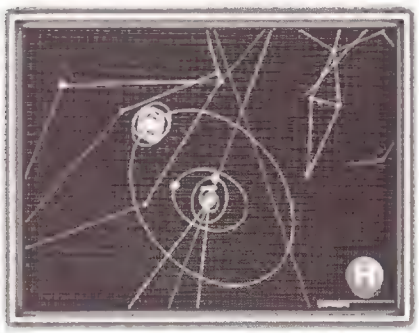
System: Hangond



System: Djimame

System: Antem



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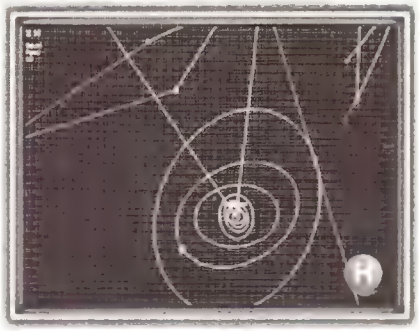

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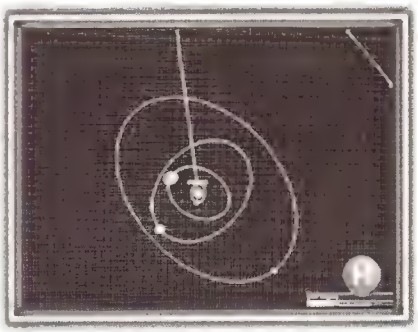
System: Partod



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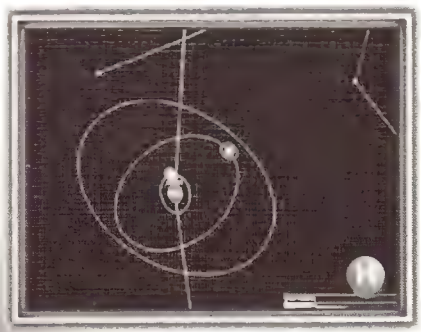

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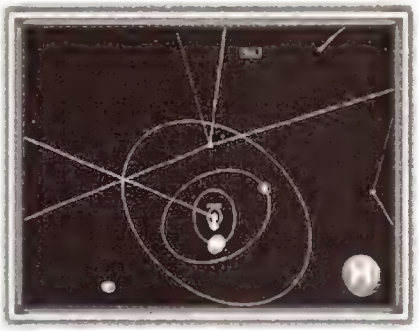

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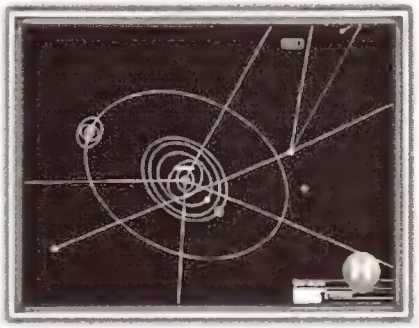

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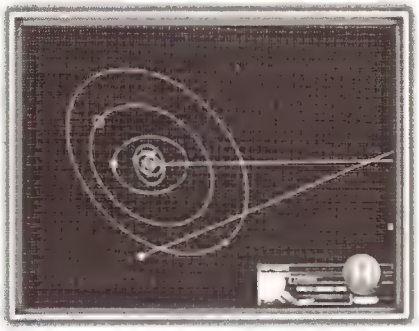

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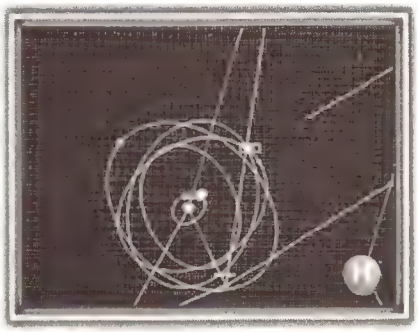

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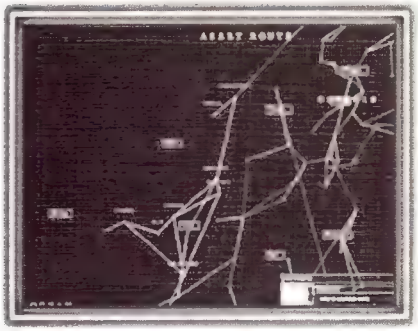

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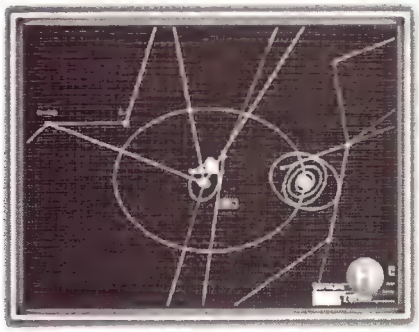

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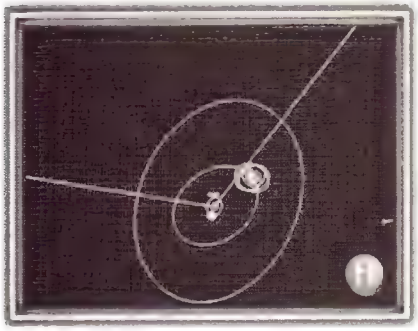

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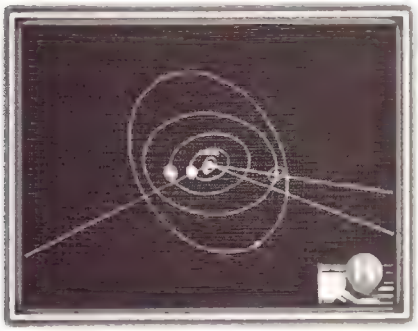

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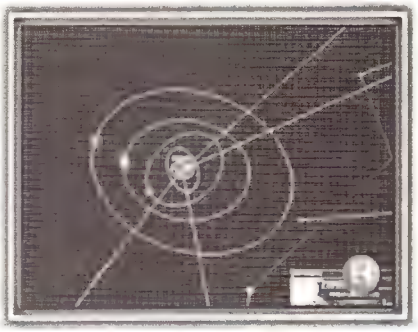

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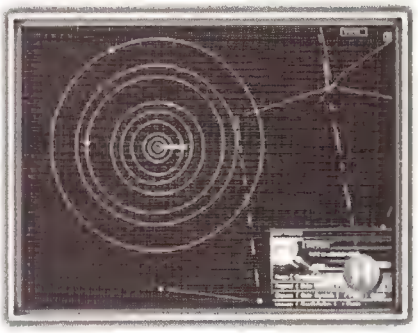

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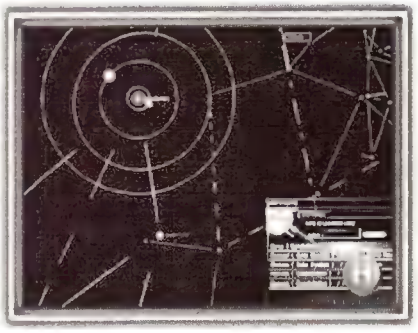

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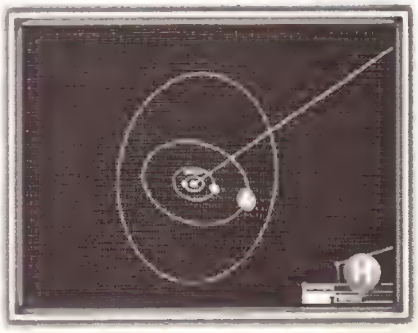

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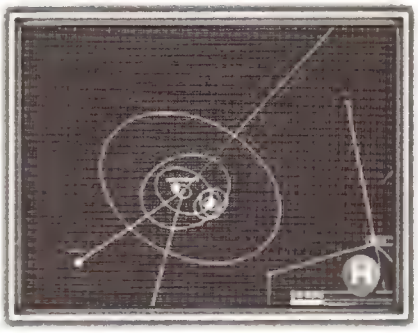

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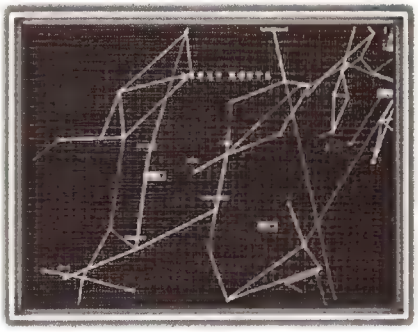

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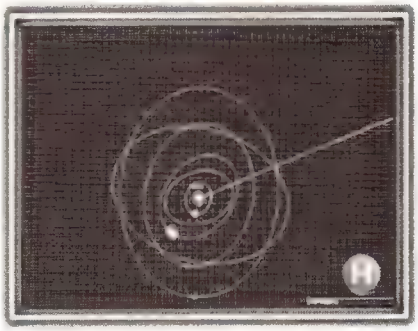

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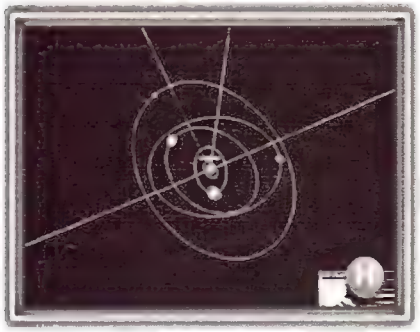

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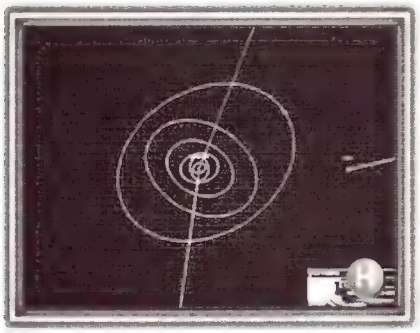

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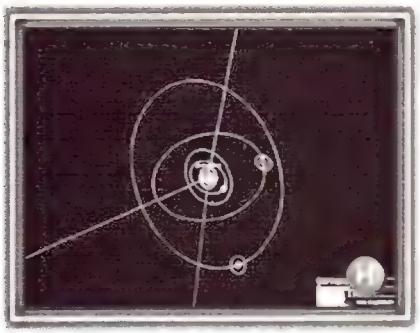

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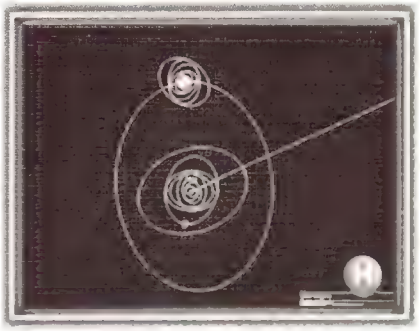

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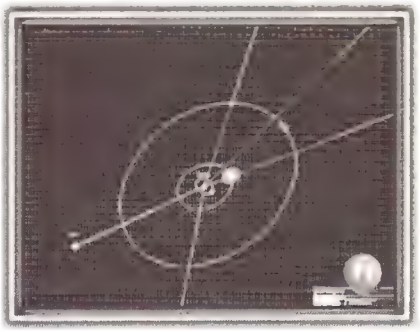

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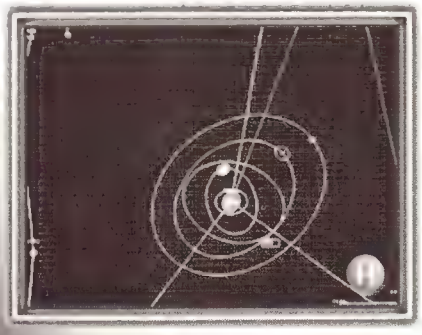

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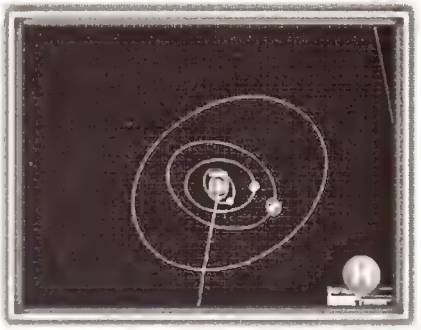

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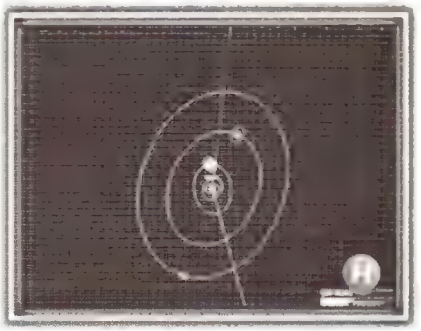

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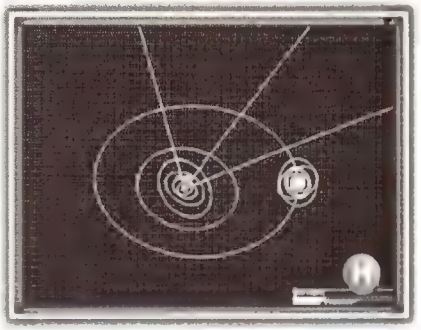

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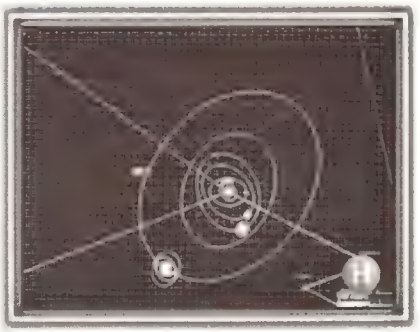

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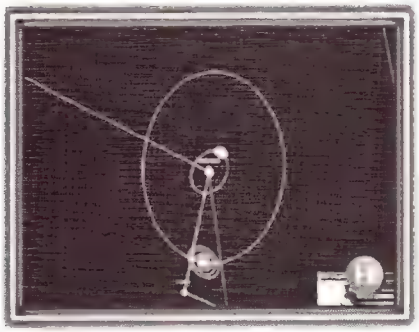

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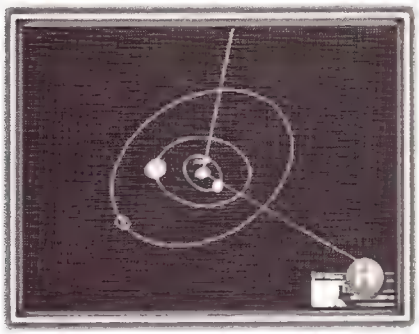

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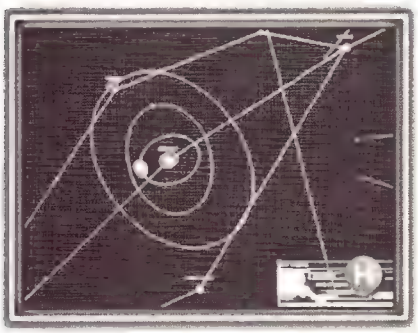
System: Asanot



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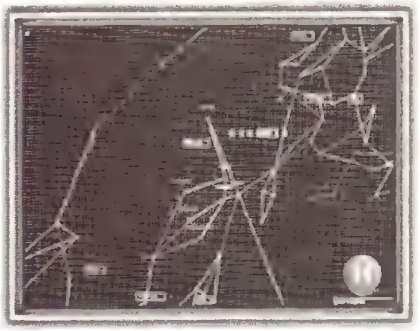

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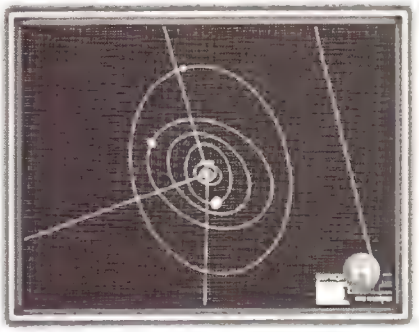

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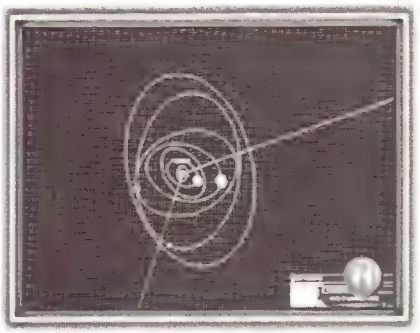

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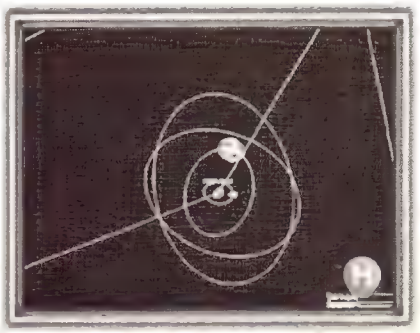

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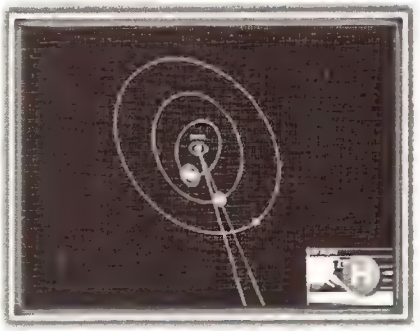

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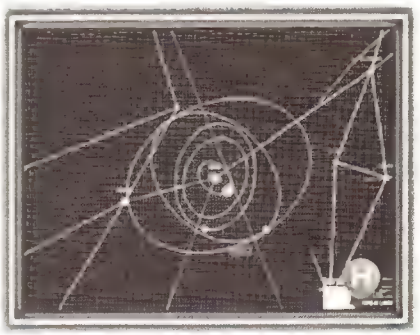
System: Imya



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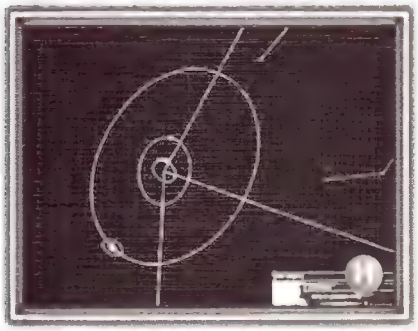
System: Tahli



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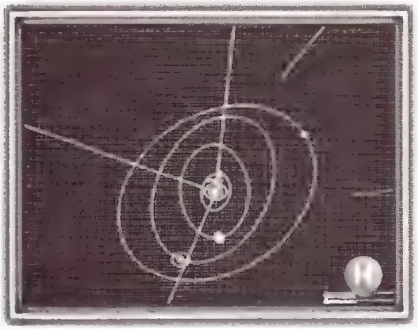

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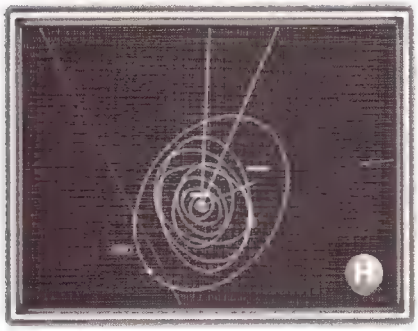

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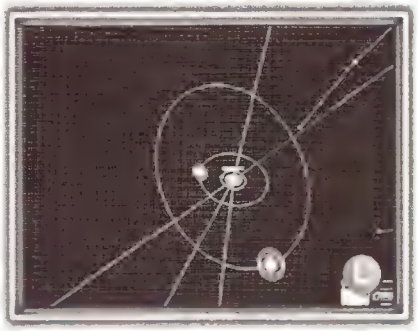

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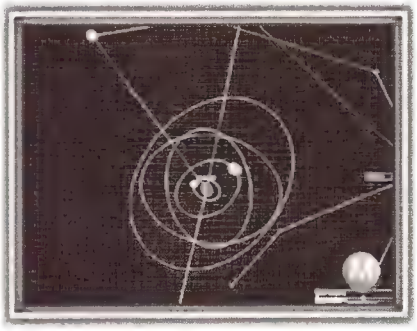
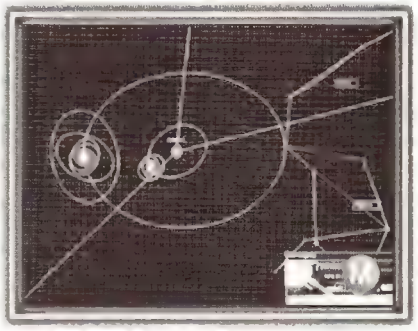


CONSTELLATION: UBAR

System: Malma

System: Pamah



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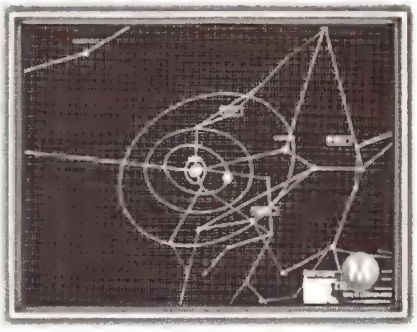

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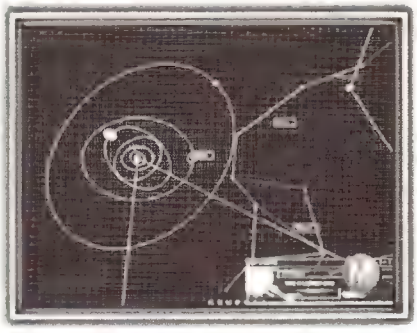

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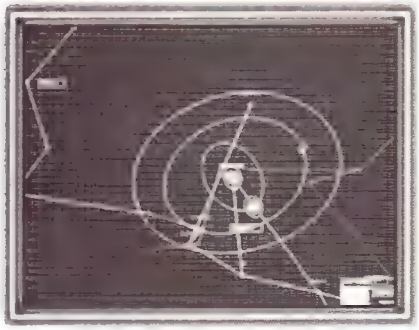

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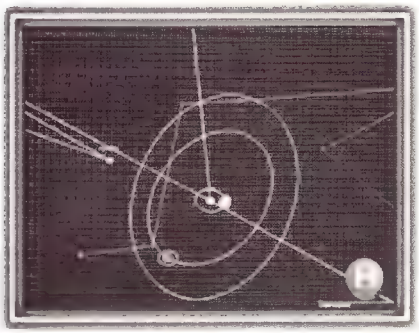

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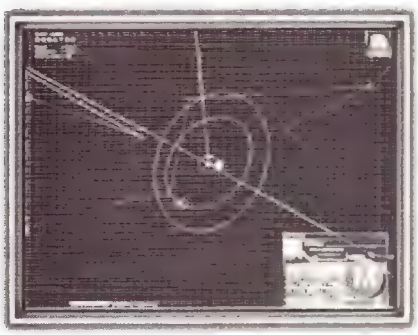

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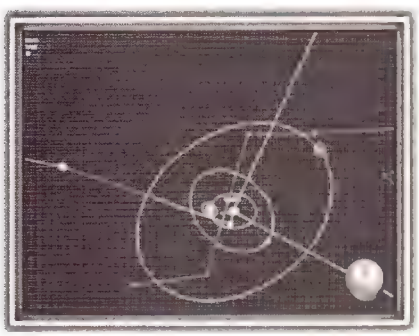

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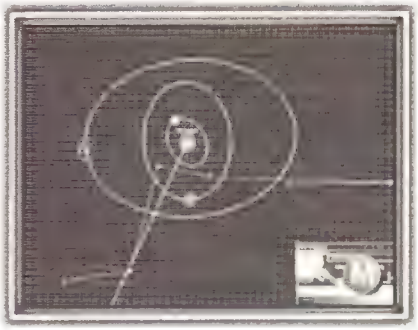

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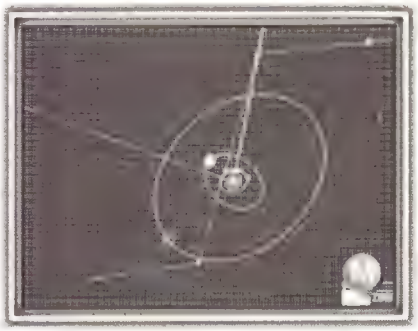

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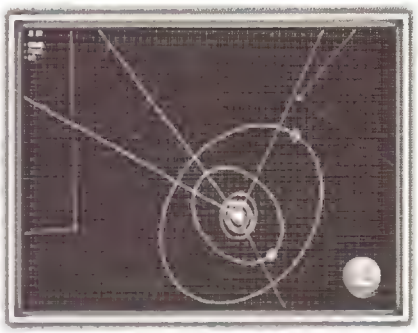
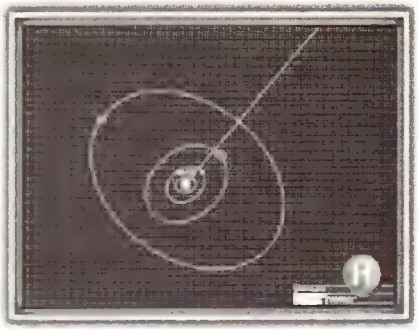


CONSTELLATION: ASHELA

System: Hesarid



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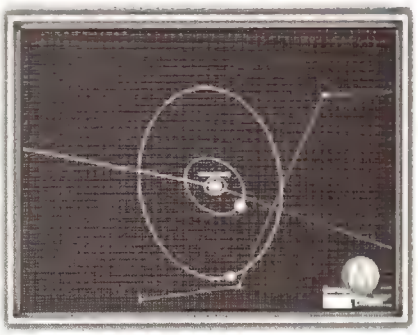

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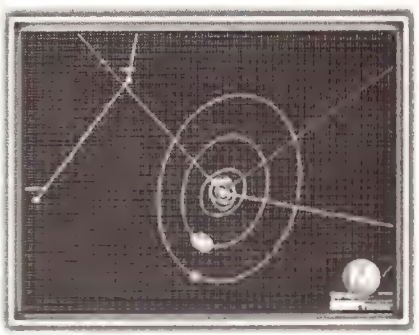

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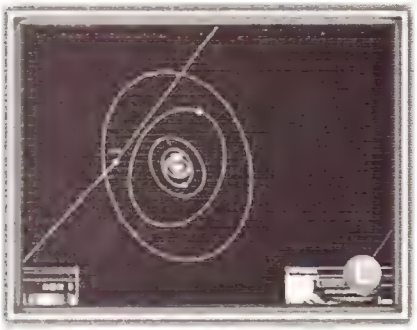
System: Toon



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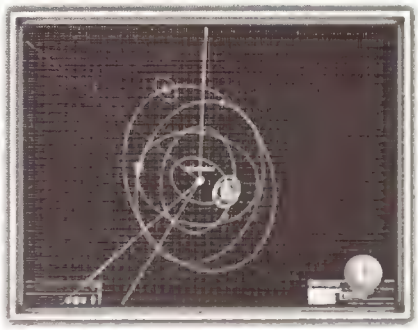

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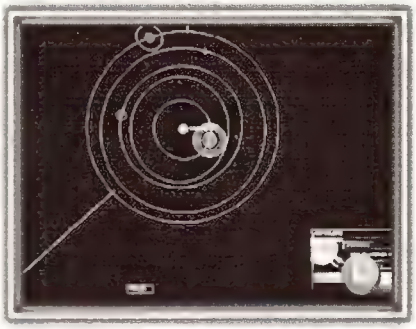
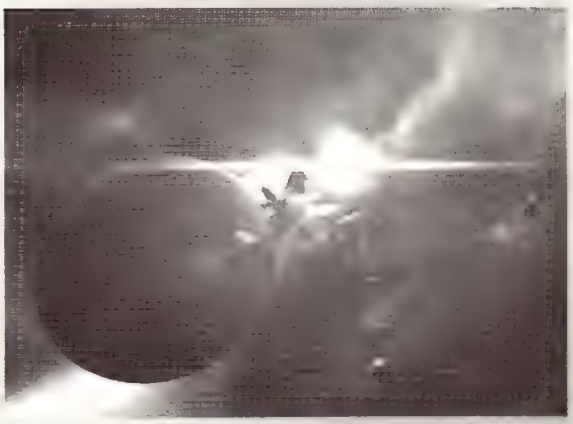


Doppelganger

Warm, white, comfortable, nothing. This was all it knew. The concept of self did not yet exist for the thing floating in maturation tube 30316, nor did the concept of what was about to happen.

A flash, blinding and intense. Something new. Stimulus. A flood of stimulus. Pain? It didn't know the meaning of pain yet. This was different from before. The sensation intensified. He felt it emanating from the back of his head, and wondered what a head was. Then it came to him, a vague idea of his form. He opened his mouth, and it filled with … something … that he inhaled. Something he shouldn't have inhaled. He felt himself choking, his mind flooded with things that weren't there before.



He reached out, and his hands touched glass. He pressed against it and struggled, but his movements were dampened by something thick, gelatinous. He was in a liquid. Was he drowning?

No, he was all right, and his name was Galen. He wondered how he knew this. Where did this fact come from? His eyes opened for the first time, and he glanced about. The wet thing he was in stung his eyes slightly, but through it he could see, in blinding detail. A room with someone in it, standing before him … behind the glass. A doctor. What's a doctor, he wondered briefly, before the relevant data arrived in his brain through the neural jack at the base of his skull.

Minutes later, Galen Doradoux knew who he was, and what was going on. His consciousness fully integrated, he floated patiently in the gelatinous biomimetic suspension. Obviously, the Vaarkota deal had fallen through with catastrophic consequences, he thought. The jelly began to recede as it drained down through the bottom of the maturation capsule. The glass slid upward, and he staggered out, disoriented, falling to his knees and vomiting a large quantity of the jelly he'd swallowed minutes earlier. The doctor helpfully put a robe over him and handed him a few towels. He gathered himself.

"Mr. Doradoux, as part of your replica contract, it is my solemn duty to inform you that your previous self was lost in a firefight in the Xygia system. The perpetrator, a member of the Vaarkota cartel, has been arrested, and there are numerous papers for you to sign regarding the incident," recited the doctor, and Galen nodded. This wasn't the first time, and it certainly wouldn't be the last. His line of work ensured that. He didn't mind the dying so much as the paperwork.

The doctor continued. "You'll be glad to know that the integration process went very well, and only slight synaptic degradation was encountered. We hope you will continue using the services of the Vivant Clone Repositories."

Galen concentrated and sighed with relief as he managed to quickly recollect the facts he absorbed after picking up the Cruiser-class pilot training pack a week before. The doctor thrust a data-pad in front of him, and Galen took it, placing his signature on the contract that ensured another clone would be ready for him when he next needed it.

He wrapped the bathrobe tightly around himself. "I know my way to the showers, doctor. Thank you for your assistance."

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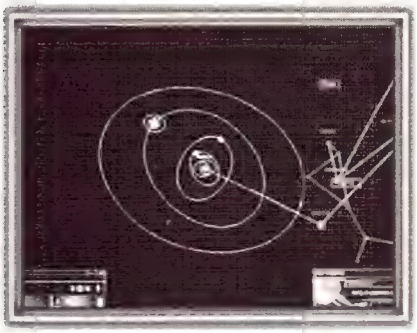
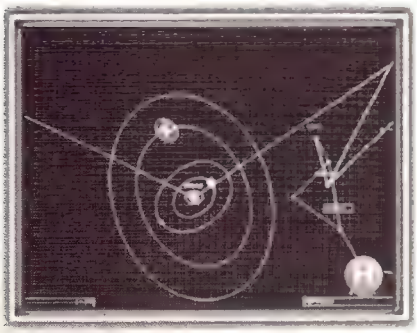
Region: Kador

CONSTELLATION: FAVO



System: Iaokit



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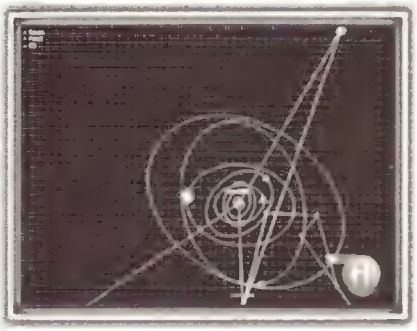

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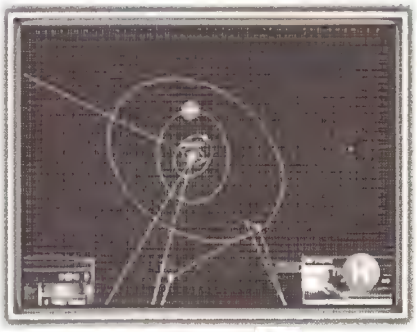
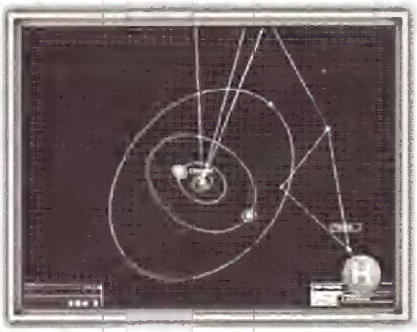


System: Rayeret



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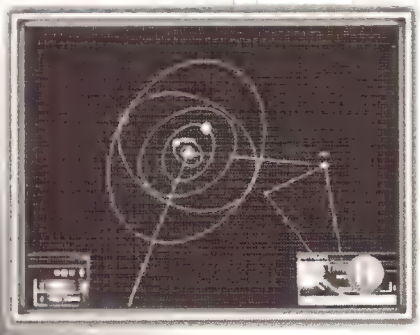

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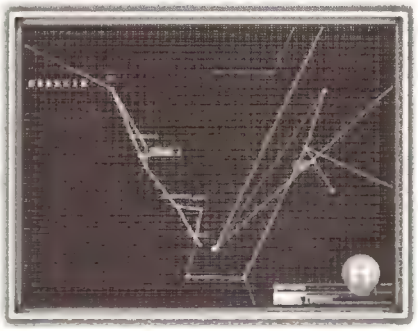
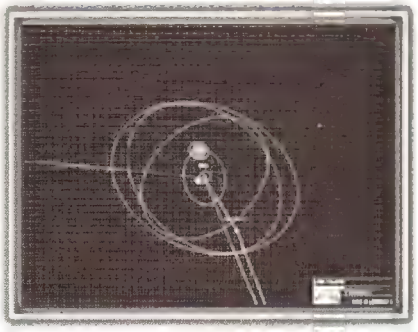


CONSTELLATION: PEZARBA



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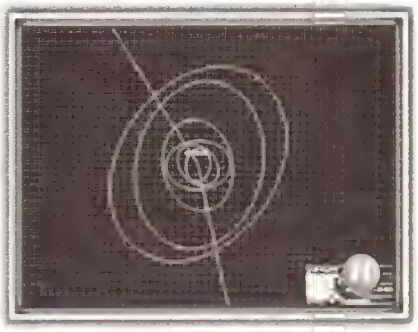
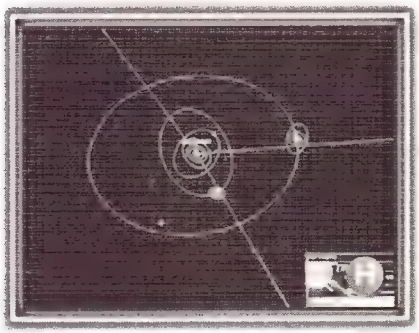


System: Bersyrim

System: Omam



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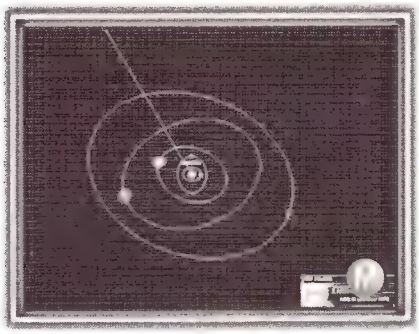

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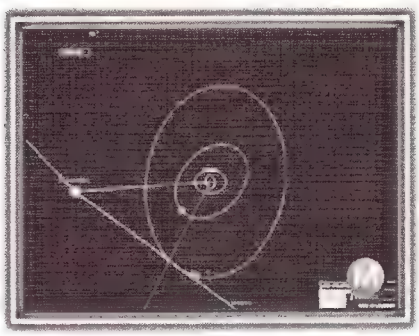
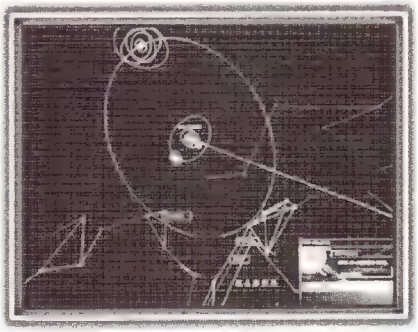


System: Zinoo

CONSTELLATION: HETI



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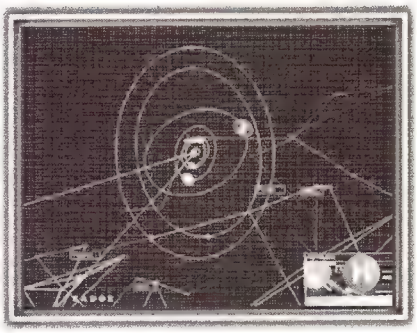
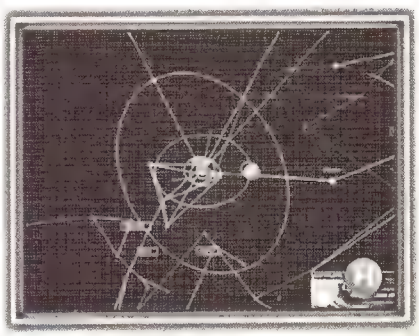
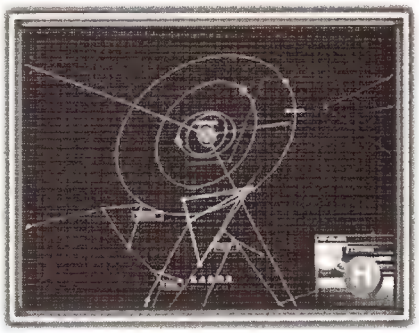


System: Oberen

System: Chaneya



System: Bordan



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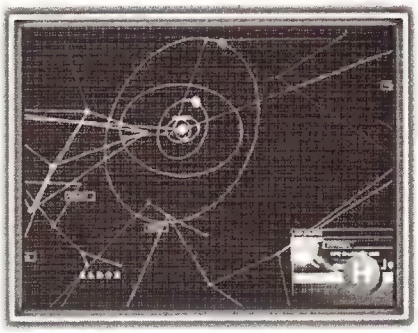

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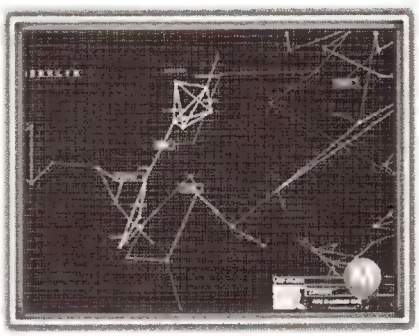

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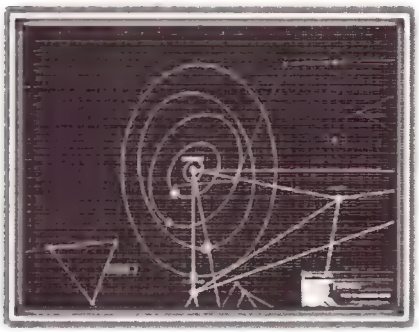
CONSTELLATION: ARAZ



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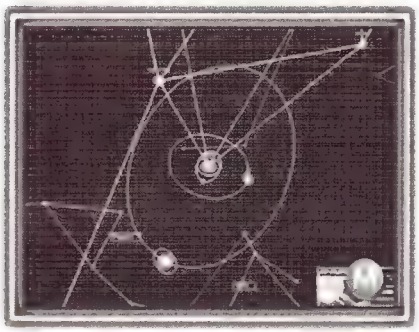

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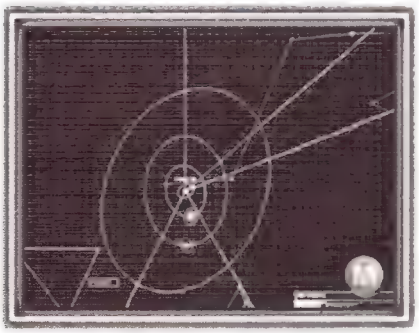

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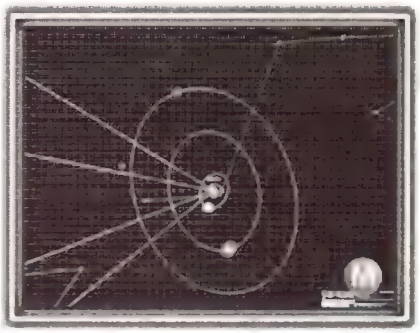
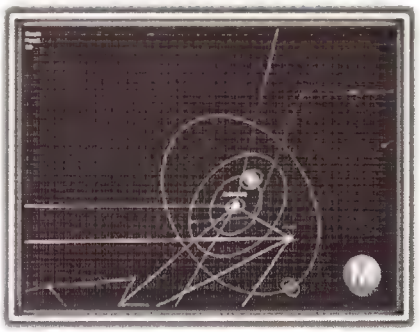


System: Jakai



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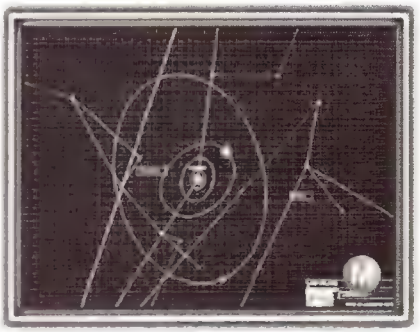

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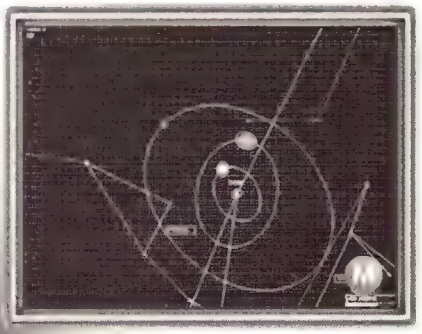

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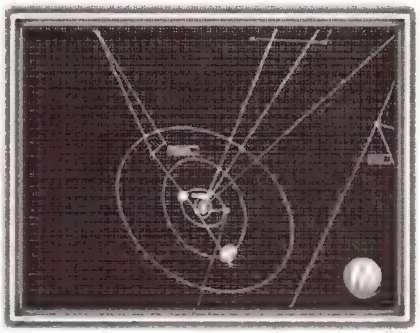
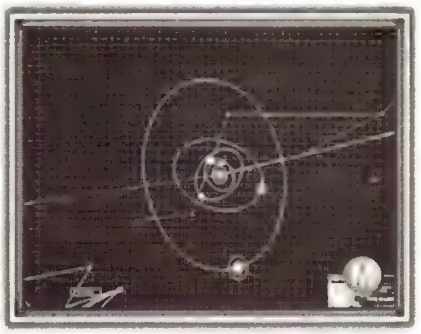


System: Munory

CONSTELLATION: PARROSA

System: Mandoo



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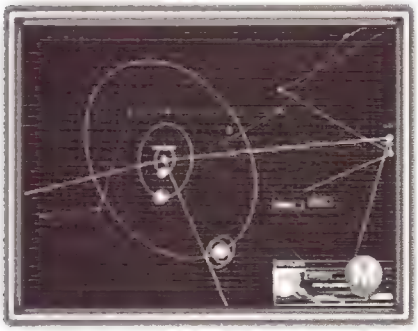

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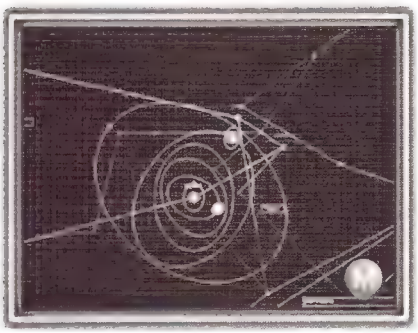

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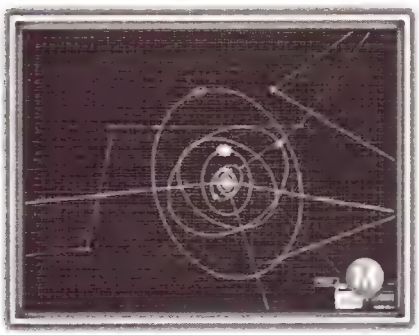

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System: Kamda

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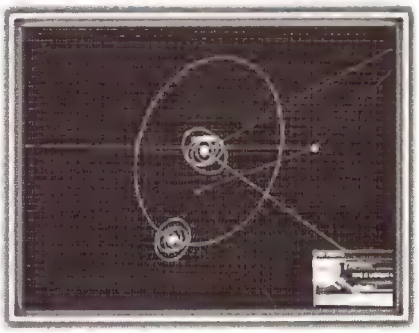

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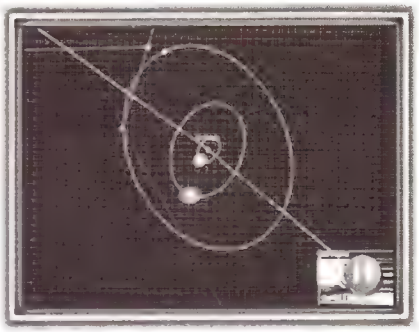

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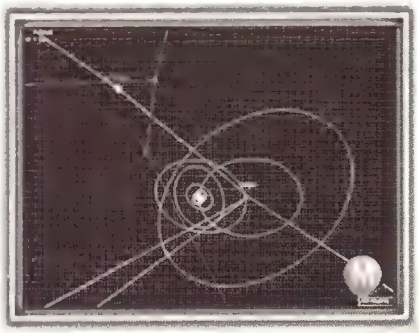

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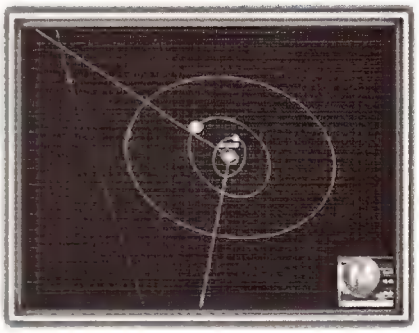

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CONSTELLATION: KAKOL

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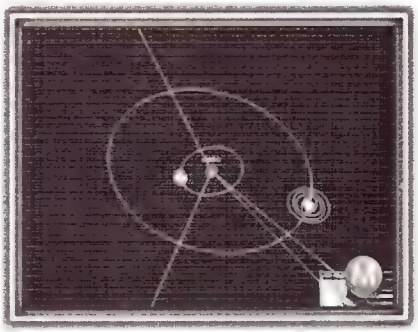
System: Aband



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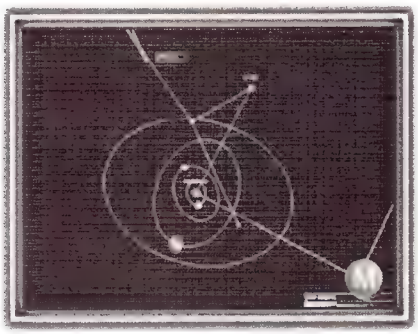

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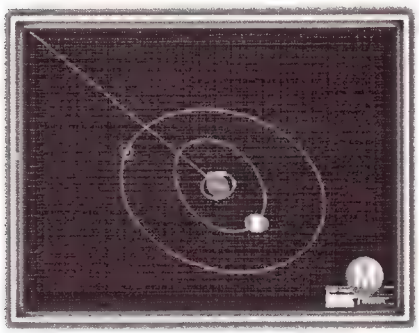

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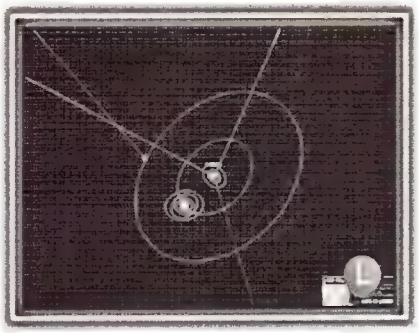

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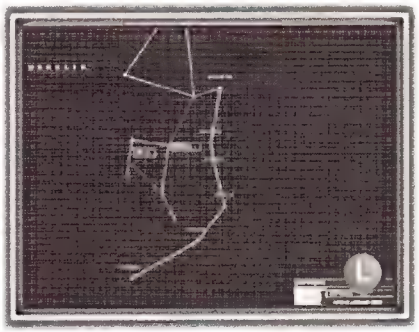

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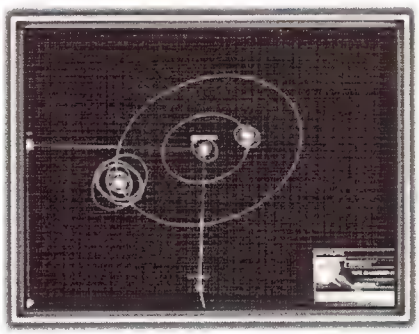

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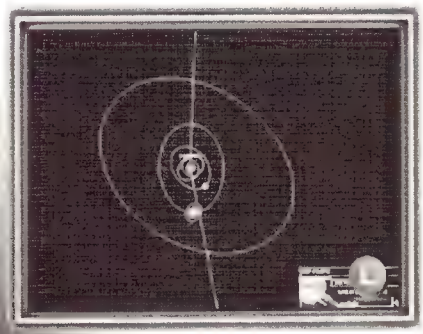

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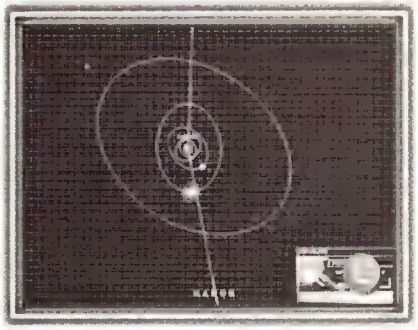

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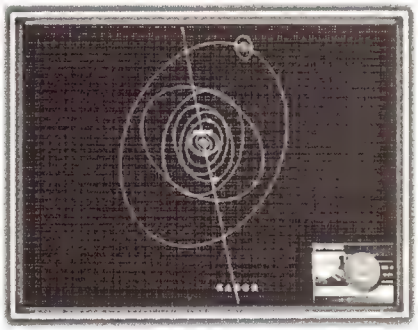

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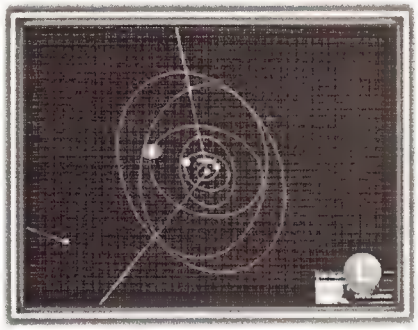

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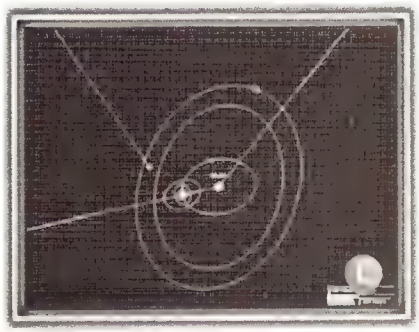

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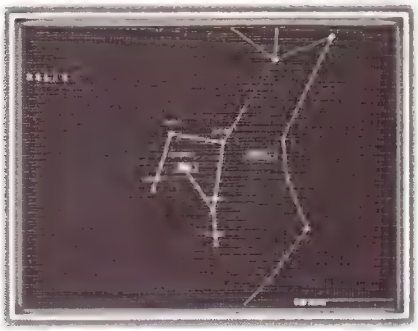

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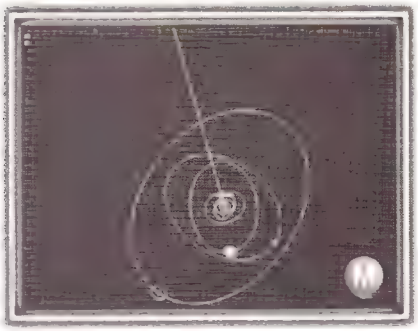
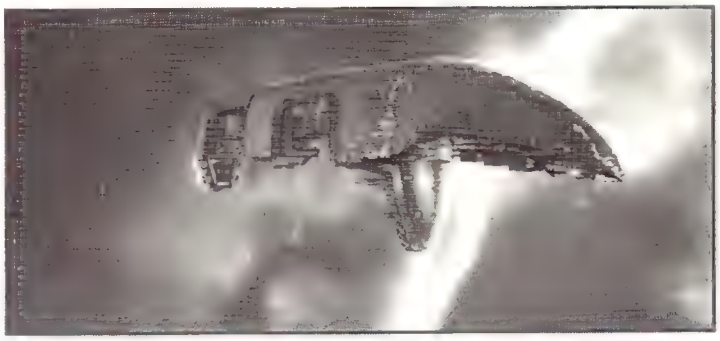
System: Telang





A Worthwhile Visit

The ship's sensors kicked in one by one after the ship exited the jump wormhole. Reigou Kiriyki scanned his surroundings with interest, this being his first visit to the Bersyrim system. In fact, none of Kiriyki's acquaintances had visited this system. Not that it was deserted, far from it: the Bersyrim system lies deep within Amarr space and has two large habitable planets, both teeming with life. No, Bersyrim, as most systems in the Shi-Karid sector, is a restricted area. A visa is needed to enter those systems, and acquiring a visa is easier said than done. Kiriyki got his from a contact he knew within the huge Nurtura company, and then only because his contact needed someone to ferry vital agricultural machinery to Bersyrim III.

As with other large Amarrian companies, Nurtura had to depend on foreign traders for much of its trade, even within the Amarr Empire. Despite being the largest of the empires, their trade fleet

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A Worthwhile Visit (continued)

was not up to par, and Caldari and Gallentean traders poured into the Amarrian Empire in growing numbers, in spite of the many trade restrictions. Kiriyki set his course for Bersyrim III.

Bersyrim III, like the other inhabited planet of Odra, was among the largest exporters of agricultural products in the Amarrian Empire, and Kiriyki was excited to get the chance to do business there. Getting the visa not only presented additional business opportunities, but also gave his career in Jaasinen, Inc., a big boost, now that he alone of all the corporation's members was able to travel to this restricted part of the Amarrian Empire. Kiriyki had also been instrumental in getting Nurtura to buy the Caldari-made agricultural machinery in the first place, the very same machinery he was now carrying in his cargo hold to its final destination on Bersyrim III. Kiriyki dreamed of being made head of the Amarr trading branch. He had spent years gaining the trust of the Amarrians and building up a network of contacts and felt the time had come for some recognition for his efforts.

Kiriyki forced himself to start thinking about his current assignment; the future would take care of his endorsements. The immediate priority was to get the cargo safe and sound to Bersyrim III, collect the reward for a mission accomplished, and then maybe he would engage in some trading on his own. Certainly, agricultural products were definitely cheaper here at their source than almost anywhere else. As long as he was willing to carry them around for a while, Kiriyki could make a killer deal here. No wonder the visas leading to the Amarr agricultural planets were regarded as gateways to fabulous riches.

While traveling, Kiriyki had made an effort to get as much information as he could on the Bersyrim system. He prided himself in being thorough when it came to places and people connected to his business.

Bersyrim was an old system, colonized more than 500 years ago. It lay in the fief of the Kador family and was the gem of the sector. Bersyrim III's landmass was mainly vast plains, making it ideal for large-scale food production. The planet exported huge amounts of agricultural products each year, but only a handful of its inhabitants had any extra-terrestrial connections; most of the populace lived and bred and died oblivious to anything but their own surroundings. Kiriyki knew that this wasn't a unique case—it applied to most planetary

populations everywhere. After all, the space economy was only a fraction of the planetary economy.

Most of the urban settlements, which were not many, had developed around huge Holder citadels, the cornerstone of Imperial control on the planet. The towns were a mish-mash of large stone buildings, tottering wooden huts, and ragged tent-houses, with every nook and cranny chock full of people. Most of the citizens were Ni-Kunni craftsmen, mixed with a sprinkle of true Amarrian artisans and freed Minmatar slaves. Out on the plains, the land was divided among a handful of Amarr Holders, each ruling over a vast estate of up to 100,000 acres or more. The land was worked by slaves, mostly of Minmatar origin, who lived in small villages surrounded in all directions by an ocean of cornfields. All settlements, both the towns and the villages, were heavily fortified to keep the marauding Chikra nomads out. The Chikra people were descendants of a group of the first settlers on the planet that cut themselves off from the other settlers and headed out into the wilderness. They developed a nomadic lifestyle and still roam the planet in small packs, to the annoyance of the Amarrian authorities.

Yet even Kiriyki, with his extensive experience and deep knowledge of the areas in which he did business, would be the first to admit that he knew only a tiny fraction of the history of the world of EVE. Sure, now he knew plenty about Bersyrim III, but it was only one world of many thousands, each with its own unique history, customs, stories, and people.

While browsing the local news channel on Bersyrim III station as his ship was being loaded, Kiriyki came across a small report about a discovery of a cache of cyber-implants floating in space near Odra station by station workers, no doubt the remnants of a stubborn freighter unwilling to yield to pursuing pirates. When Kiriyki saw the name of the cyber-implants, "Double-Edged Hydra Compartmentalizer," his heart missed a beat. No wonder the freighter had been stubborn, these implants were among the rarest and most sought after Amarrian artifacts in the Caldari State. Kiriyki fervently hoped the news was true: a hoard of super-rare cyber-implants for sale! While he waited impatiently for the loading procedure to finish, he noticed his hands shaking. Odra station was just one warp away....

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Region: Sarum

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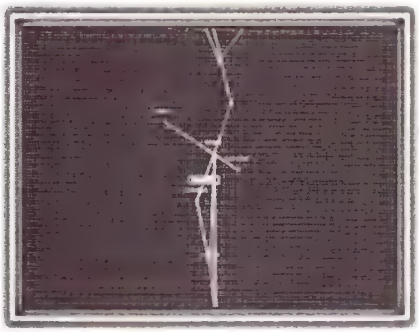

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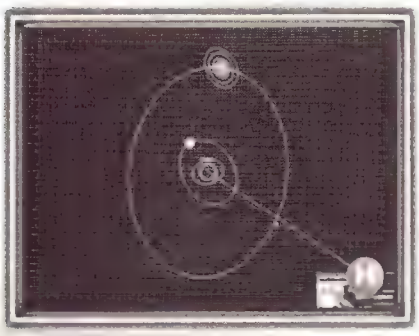

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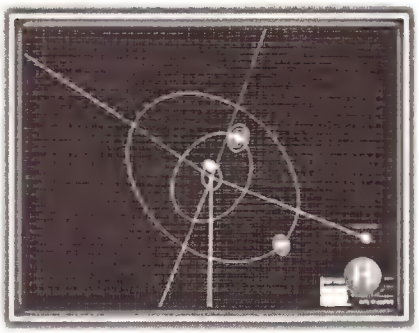

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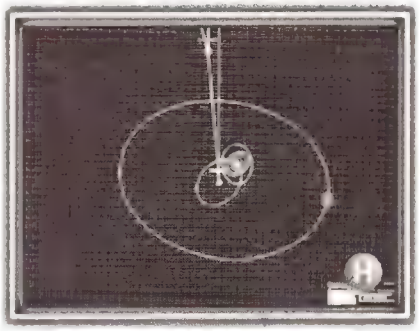

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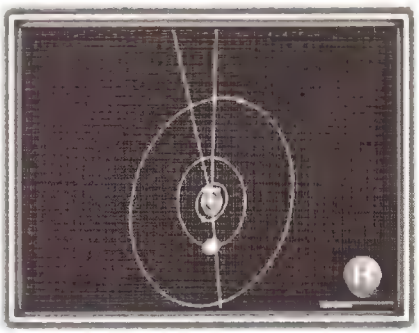

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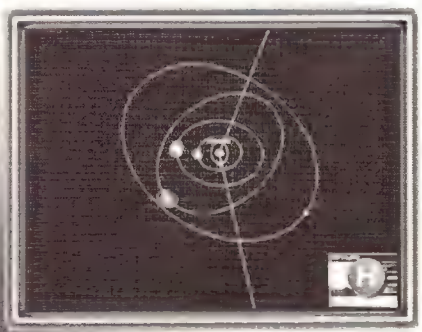

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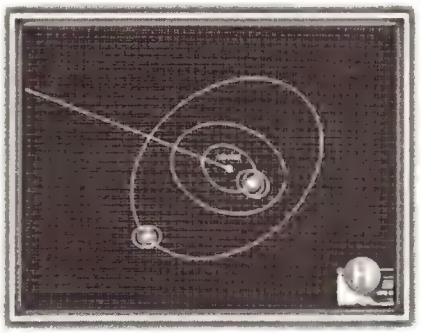

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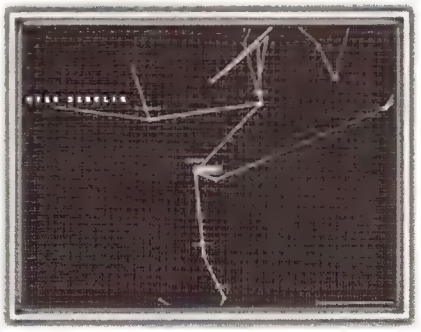

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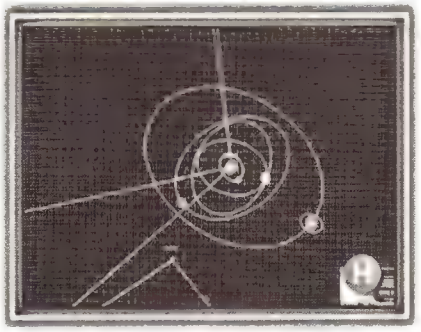

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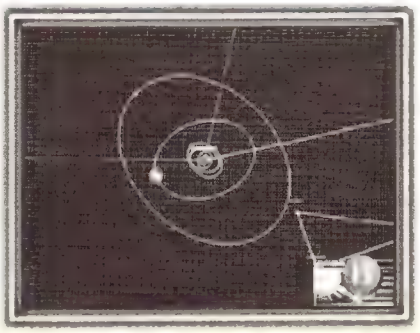

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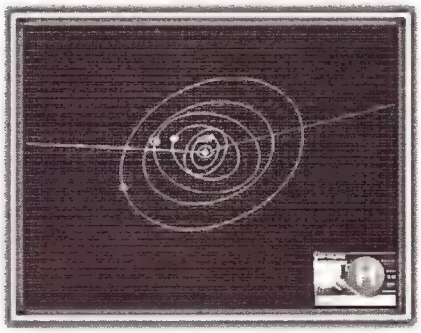

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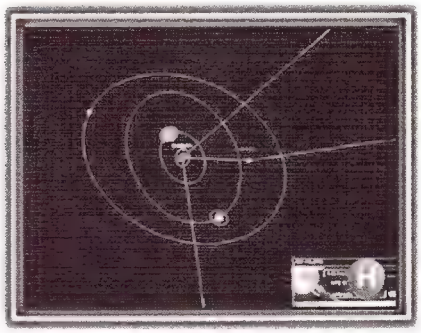

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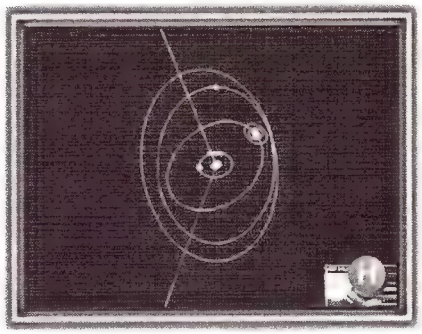

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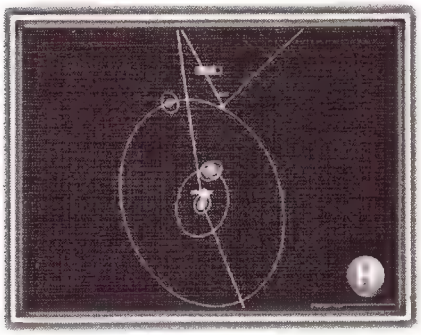

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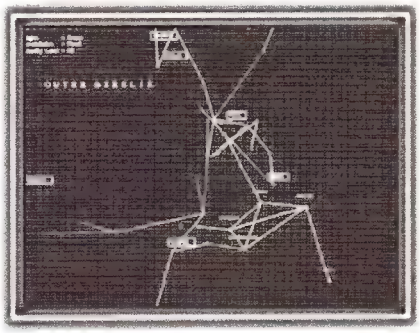

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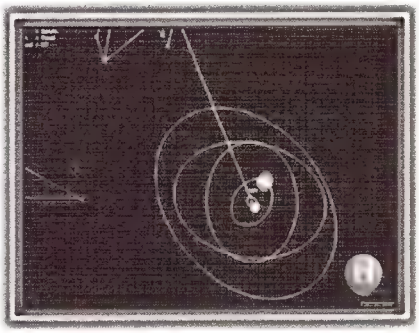

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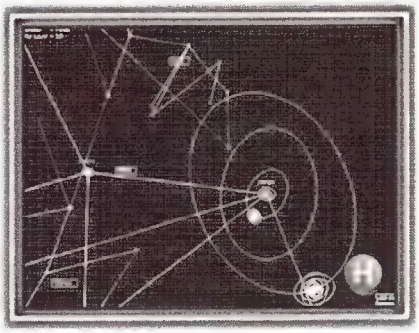

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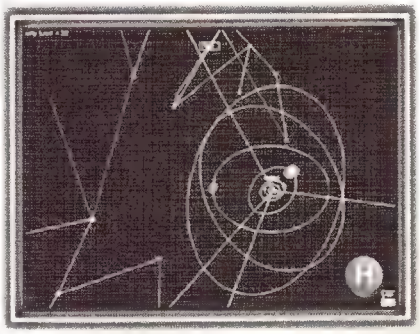

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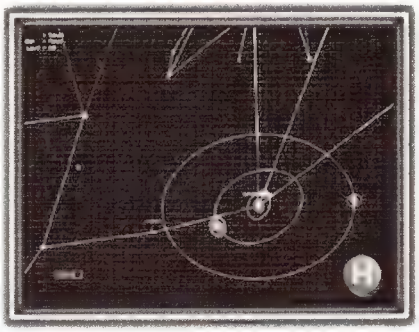

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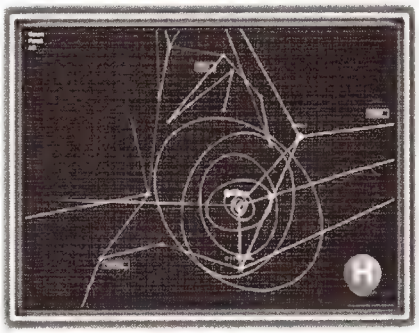

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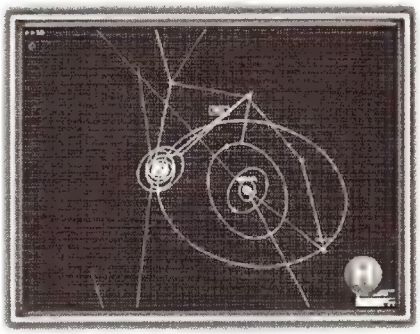

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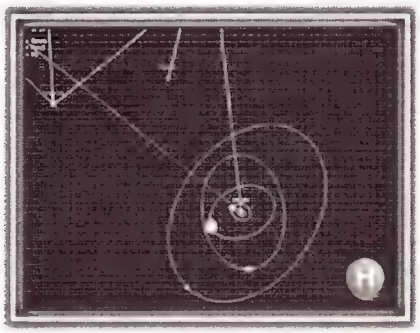
System: Galeh



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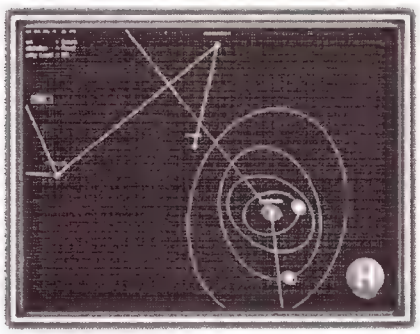

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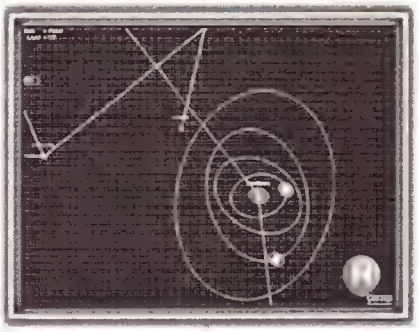

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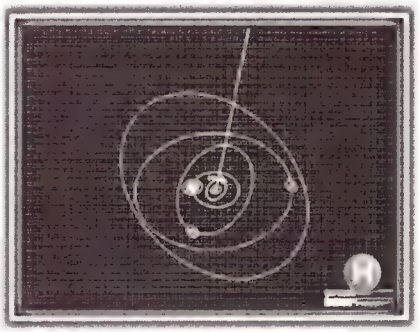

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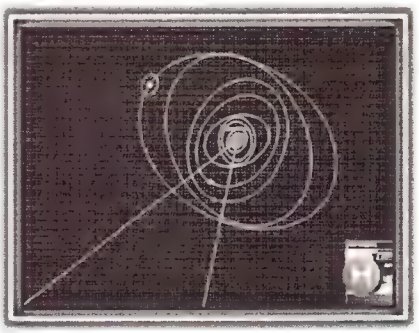

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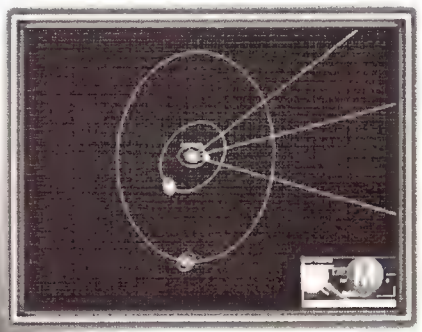

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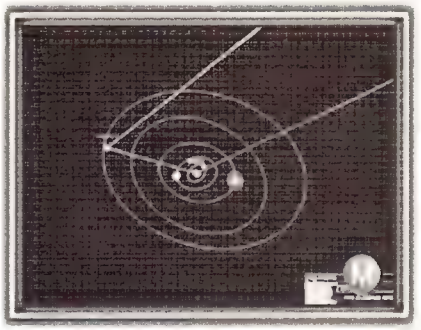

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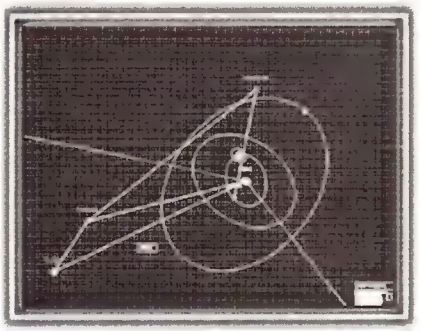

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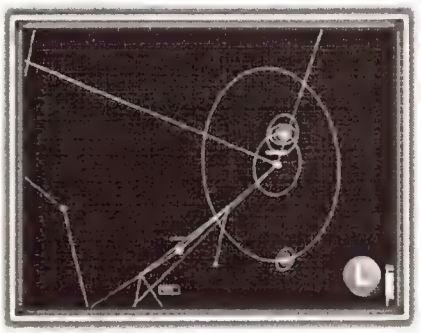

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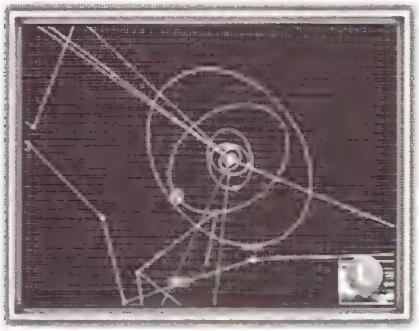

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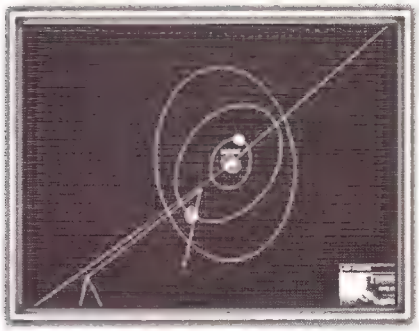

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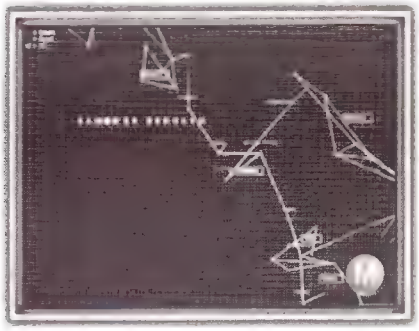

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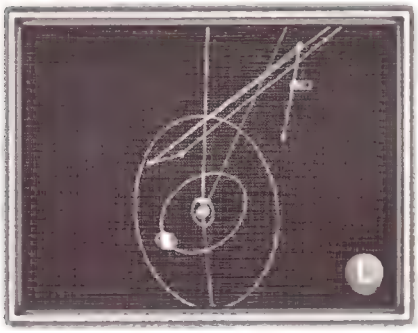

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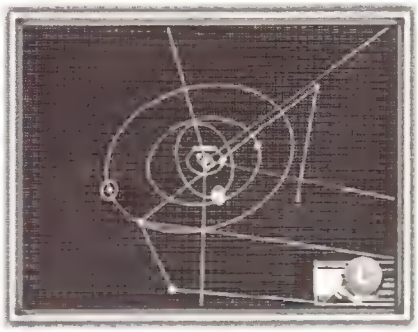

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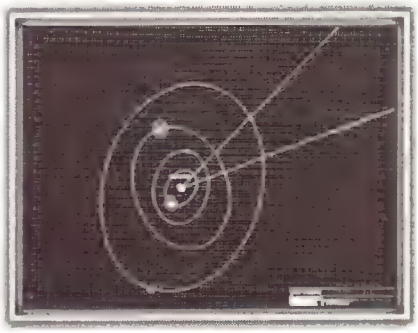

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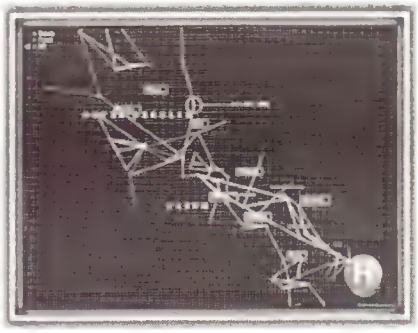

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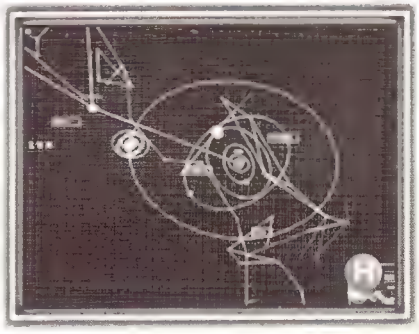

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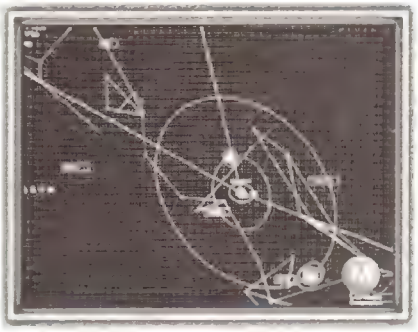

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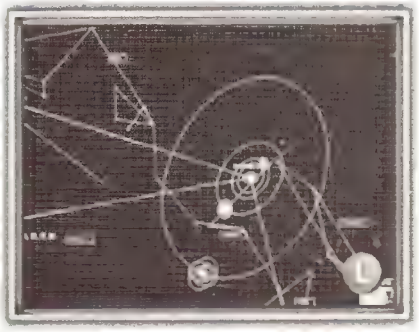

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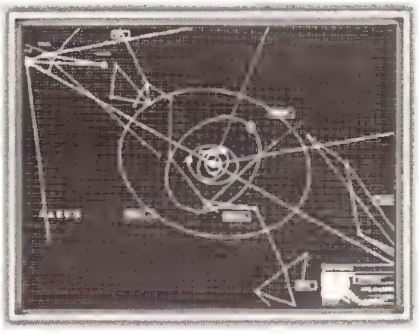

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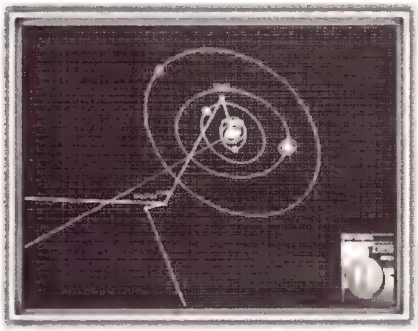

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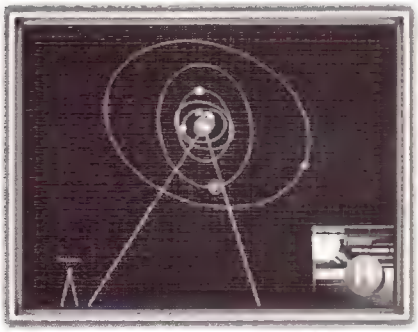

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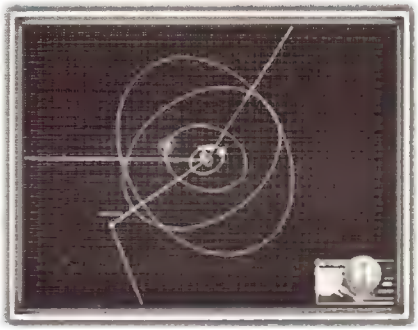

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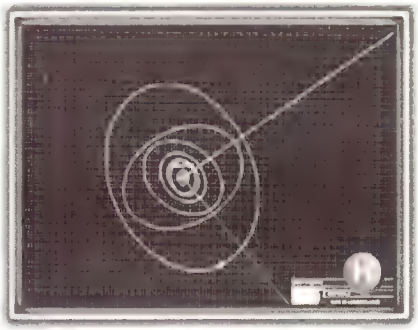

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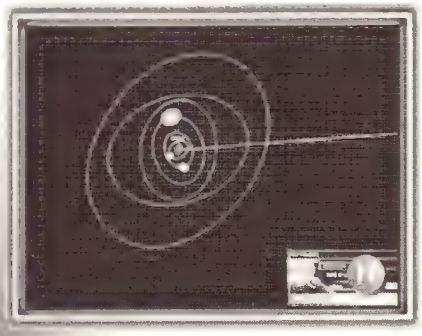

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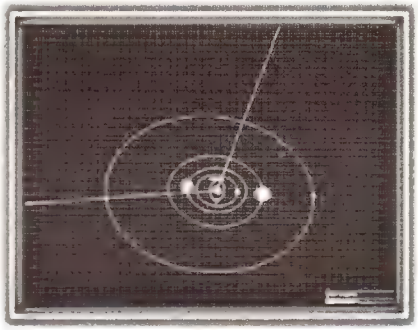

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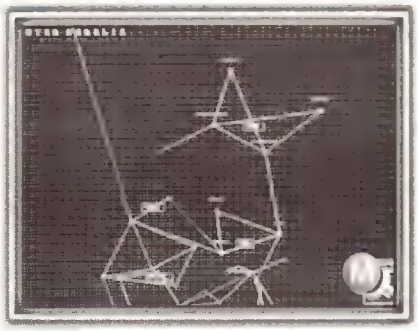

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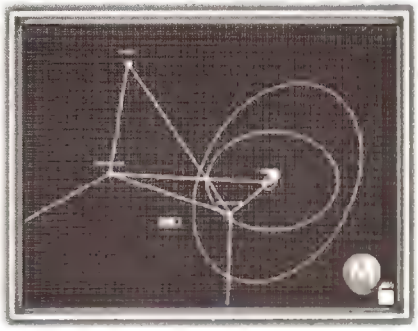

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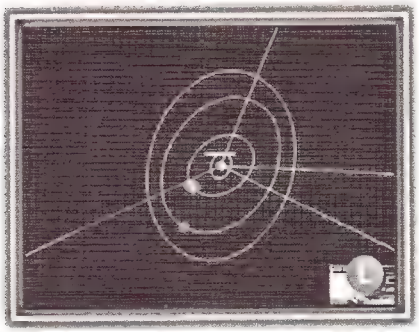

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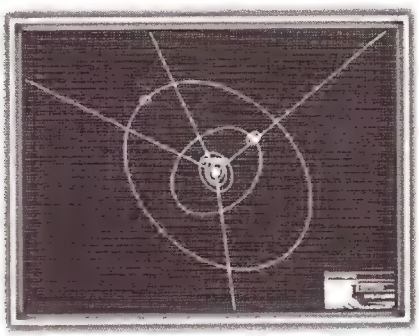

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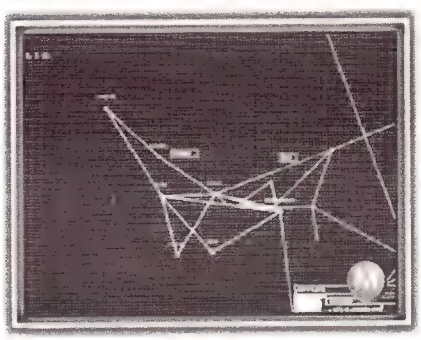

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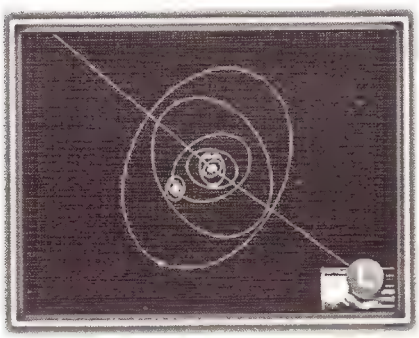

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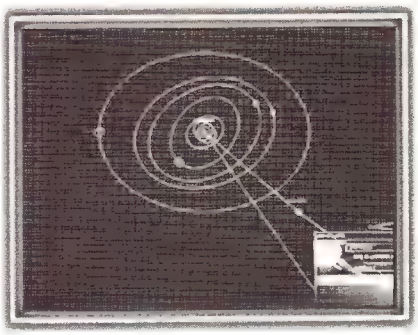

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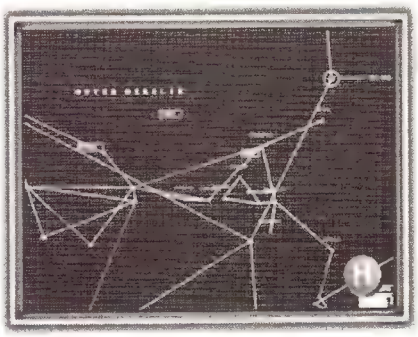

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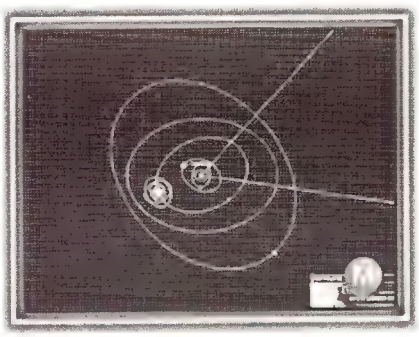

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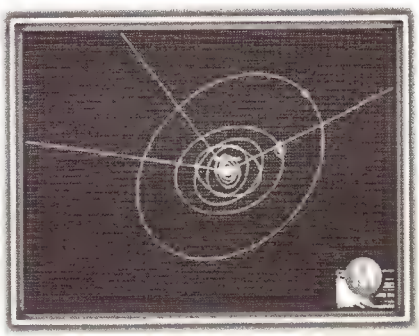

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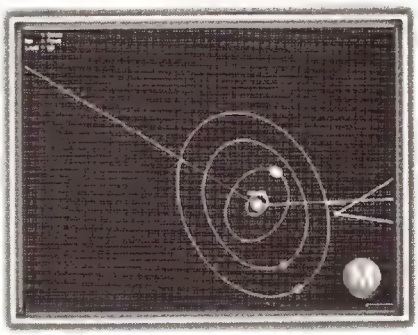

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Ametat and Avetat

1. Now it came to pass in the third day of the first month of the tenth year of the rule of emperor Amash-Akura that the midday deliberations were abruptly brought to a halt when the day darkened in the sky.

2. And the sun went black as night and birds fell from the sky and flowers shriveled in the field and people fell sick in the streets and in the houses.

3. And in this moment of terrible distress the skies opened with a loud shriek and angels, bright as the sun was black, descended down to earth and their beauty soothed all the people and the animals alike.

4. And when the angels touched the ground with their feet the earth shook violently and fire engulfed those daring too near the divinities. Their power being mighty and their presence potent, the people were wise not to look too closely upon them.

5. The emperor came from his high seat with his retinue to meet with the angels outside the city walls. And lo and behold! The moment the emperor passed below the city gates the sun cleared and shone as brightly as ever before, all in the glory of the emperor and the heavenly angels that called upon him.

6. The angels spoke the language of God and called themselves sefrim: those that guard the high seats of heaven. God ordered them here to protect the emperor against all evils that ever beset him.

7. The sefrim offered unto the emperor a present from God as one brother to another: Ametat the Scepter and Avetat the Crown, showing the great pleasure God had in the earthly work of the emperor.

8. And thus the sefrim came to serve the illustrious Amash-Akura, to stay by his side during the day and guard his sleep during the night. A great house of white stone and marble was built for the sefrim to reside in and they were tended by the best servants the empire had to offer.

9. For a hundred years while the sefrim watched over the empire no wars or epidemics or famines ruined the lands and the people were content and joyous.

10. From Istha in the north and Melekel in the south and Edras in the east and from Iphria in the west people came to pray before the holy sefrim and receive a blessing to take home to their families.

11. The sefrim stood tall and beautiful, clad in their white and amber robes, with masks of gold

and silver to protect people from being struck dead by their angelic beauty.

12. And all this time the emperor Amash-Akura did not age one day and was as healthy and strong as the day he came of age. The Scepter gave him vigor and the Crown gave him acumen and his rule was wise and fair.

13. Then Molok the Deceiver sundered the lands and the people suffered floods and plagues conjured by him. Molok turned the people against the sefrim and people who once sang their praise now abhorred them.

14. The emperor saw that all was not good and summoned the sefrim and said unto them, "The people are in great distress, what remedies doest thee have?"

15. And the sefrim answered, "My Lord, the land has split against thou, thou must make war upon thy enemies to reclaim what is justly thine."

16. And the emperor asked, "Will thee aid us in this perilous endeavor?"

17. But the sefrim answered, "No my Lord, we are here only to guide and guard, it is forbidden to us to aggress upon any man."

18. "Then be gone!" The emperor said in anger, for his foes were formidable.

19. And the sefrim, no longer in the emperor's favor returned to from whence they came that very day. And the moment they left, the sun went black and people cried in anguish, for this was an evil omen.

20. And that night God spoke unto emperor Amash-Akura in his sleep, "Thy folly is great, Amash-Akura, thou hast rejected those I sent to thee in thine hour of need. Thou must redeem thyself to me by thy own merits."

21. And next day Amash-Akura had aged all his days and his hair was white and his skin wrinkled. But his spirit was high and his will resolute. God had charged him to take back his empire.

22. For five years Amash-Akura battled his enemies, wielding the Scepter and the Crown, and triumphed in the end. The day after Molok the Deceiver was brought before him in chains and sacrificed on the altar of God; the emperor died in his bedchamber, his task fulfilled.

23. And that night the sky turned red and the people were again happy that God was content with them and the new emperor.

—Chapter I of the *Epitoth, Book of Scriptures*

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The text on the previous page is found in the holy book of the Amarrians, the *Book of Scriptures* (actually several volumes). It dates back more than 6,000 years, when the Amarrians were still a fledgling nation on the island of Amarr on the planet Athra (renamed Amarr Prime after the Amarrians had conquered it). The story of the sefrim and Ametat and Avetat has fascinated scholars for ages. The first chapter of the *Epitoth* is the oldest text containing information about the sefrim and is also in many ways the most detailed. It describes their arrival and departure, as well as their appearance. In later texts, the sefrim are only mentioned as mythical creatures and servants of the Amarr God and Emperor.

But there are fragments of texts from various sources that speak of the gifts the sefrim (singular form: sef), the Ametat and the Avetat, or the Scepter and the Crown. These fragments not only support the truth of the story (at least up to a point), but they also contain information regarding what happened to the items. The Scepter and the Crown are described as made of incredibly lightweight metal, yet also very strong. No surviving manuscripts give any exact info about their function other than they allowed the user to "wield the power of God" and "harvest the knowledge of creation."

There are more facts that support the story. Astronomical data shows that two solar eclipses occurred in the space of 101 years in the same time period as the text was accurately written. Both of these eclipses were caused by the large planet Zorast, the next planet between Amarr Prime and the sun (none of the Amarr Prime moons are large enough to create anything more than hardly noticeable solar eclipses). The first of the Zorast solar eclipses created full umbra on Amarr Island, while in the latter the island was only in the penumbra of the eclipse. What is more, five years after the latter eclipse, a huge asteroid hit the gaseous Zorast while the planet was well aligned with Amarr Prime, an event that was undoubtedly from Amarr Island.

As for the Ametat and Avetat, the two items remained in the Emperor's family for four centuries, when they disappeared. One of the last texts to mention them, a report made by the Amarr Court Chamberlain, states that despite their age not one blemish or rust spot could be found on them. Despite numerous red herrings and fabrications through the ages, as well as many methodical searches, the real Scepter and the Crown have never been recovered.

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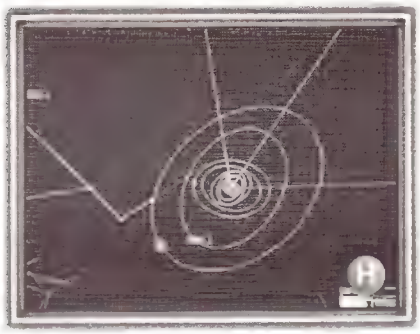

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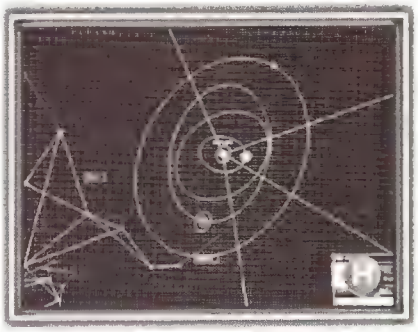

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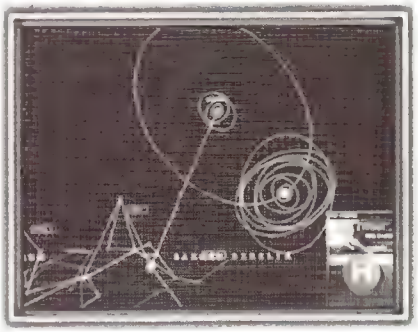

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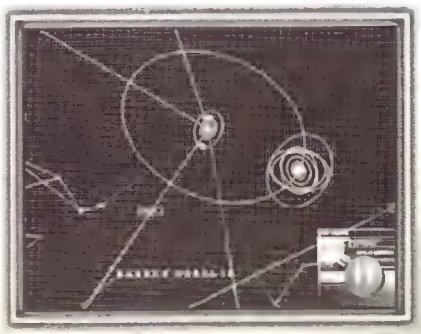

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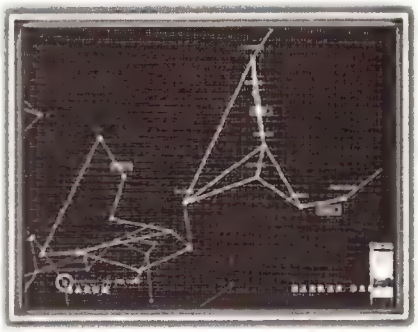

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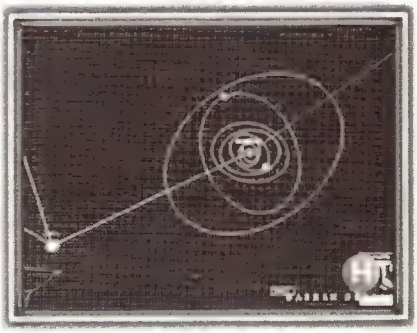

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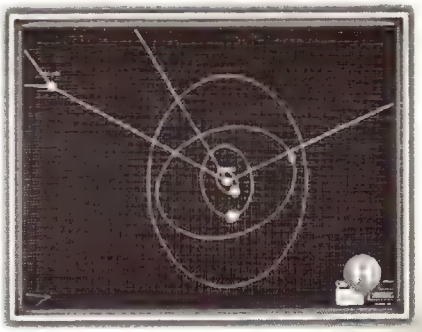

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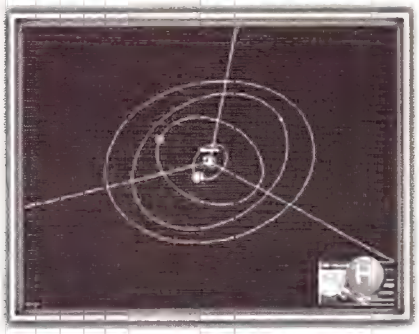

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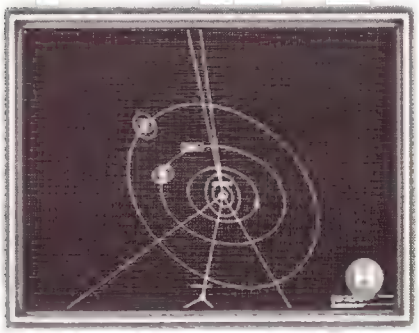

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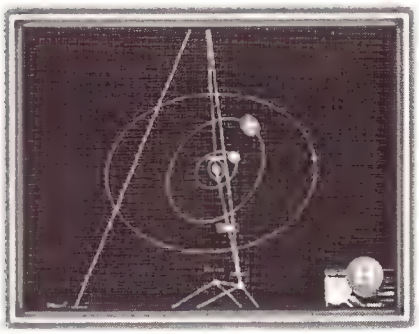

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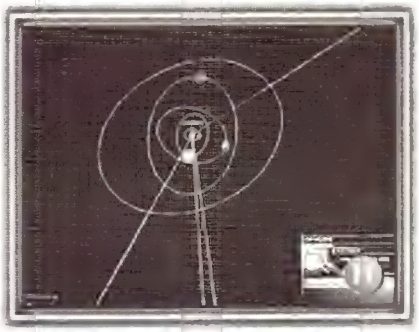

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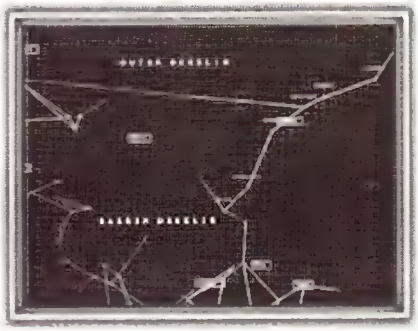

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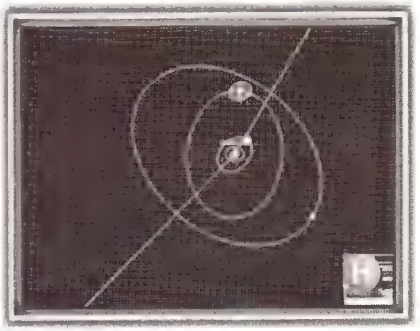

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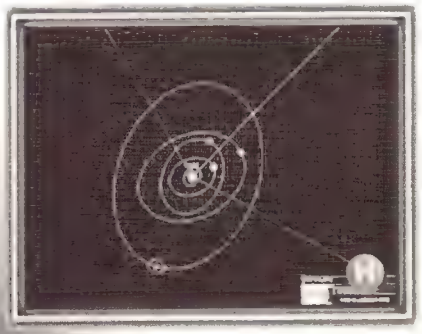

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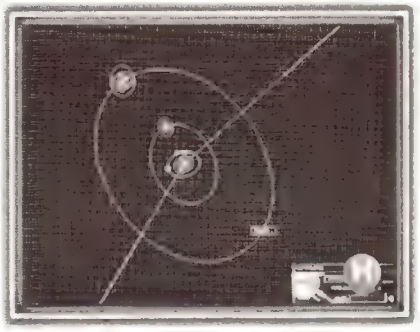

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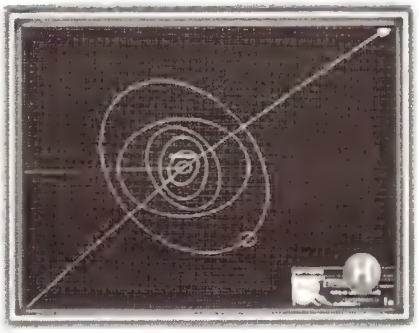

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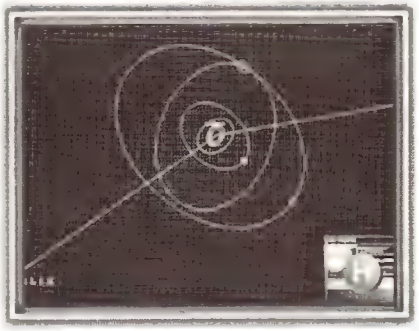

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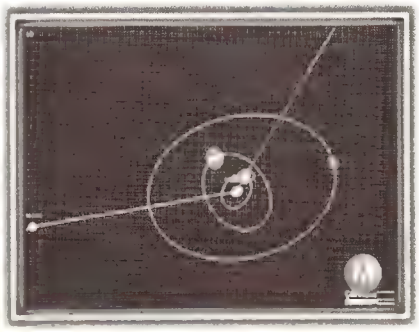

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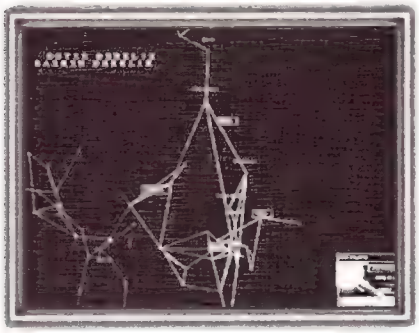

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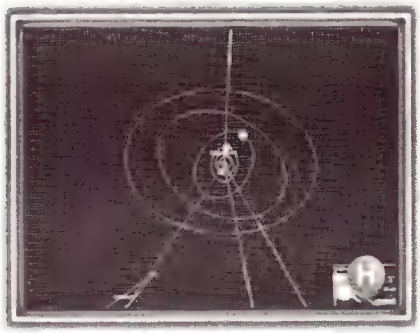
System: Esescama



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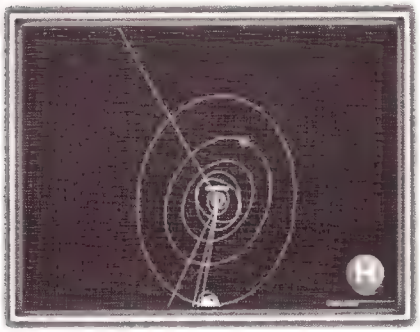

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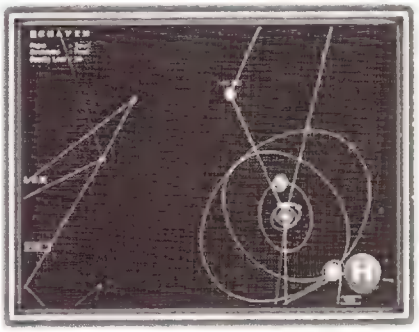

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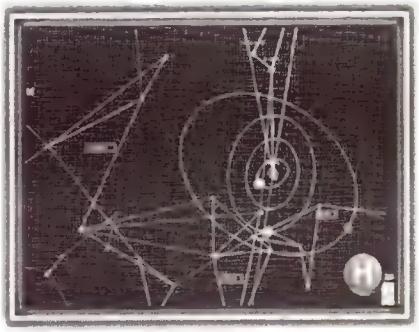

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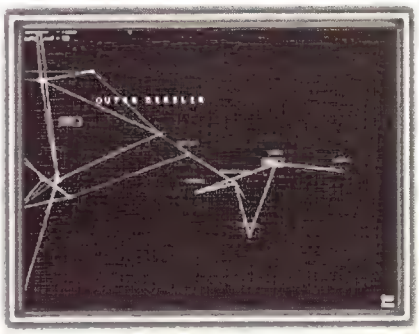

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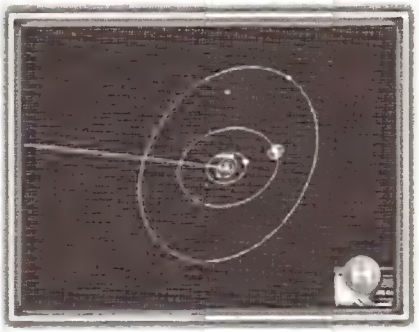

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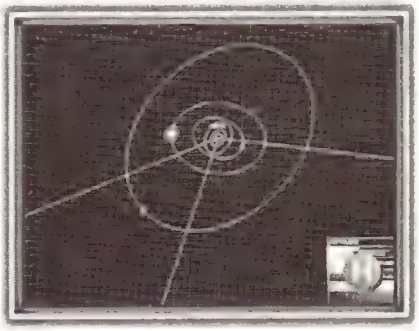

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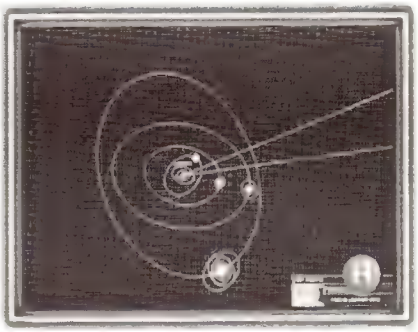

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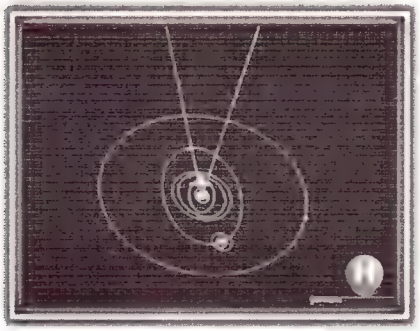

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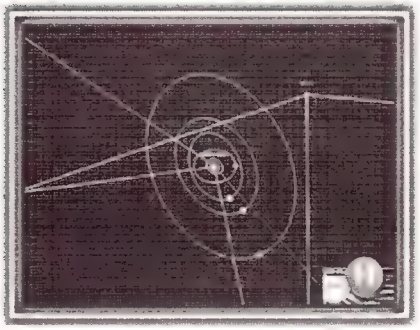

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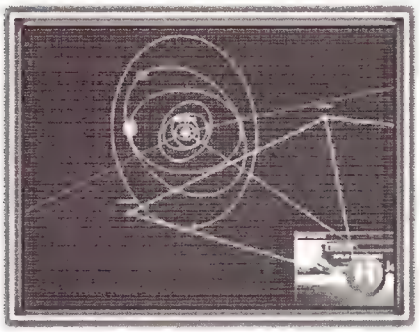

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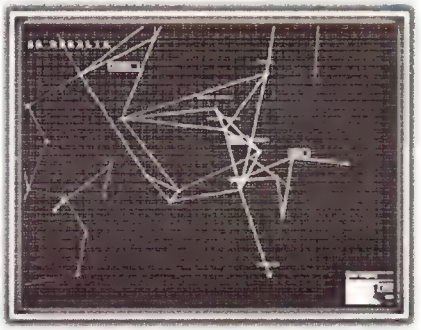

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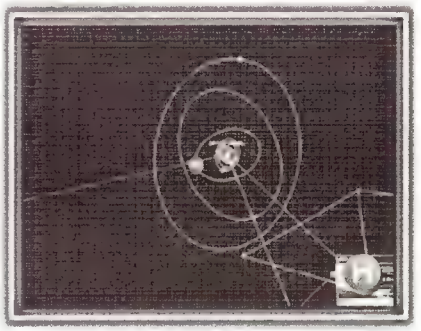

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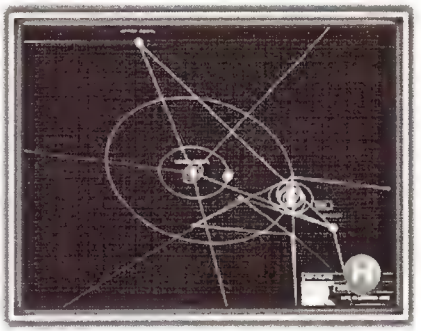

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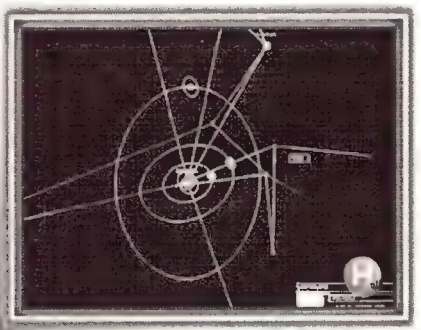

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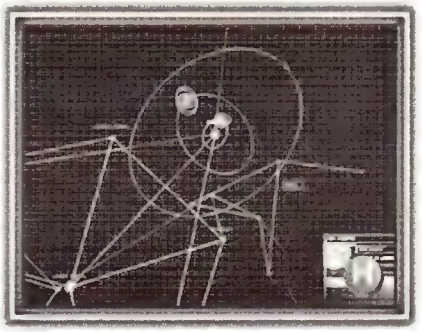

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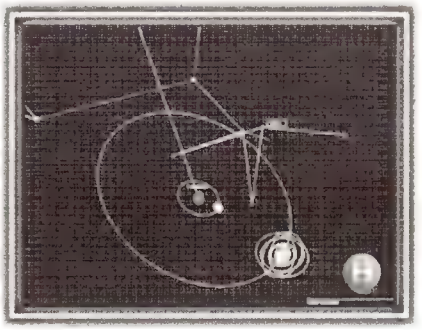

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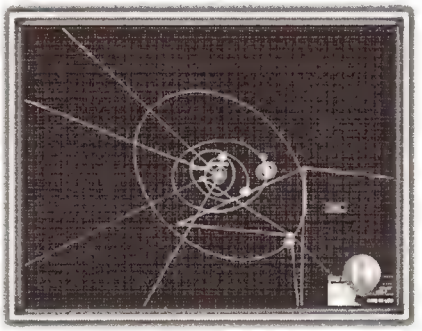
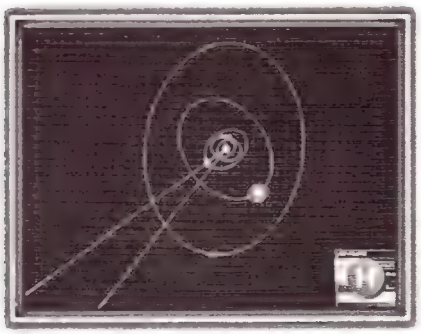


CONSTELLATION: DAREDAN

System: Akes



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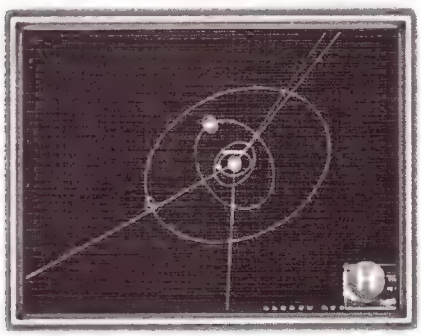

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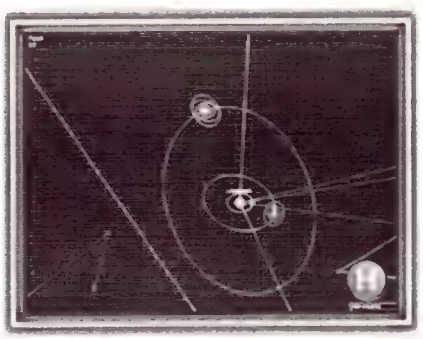

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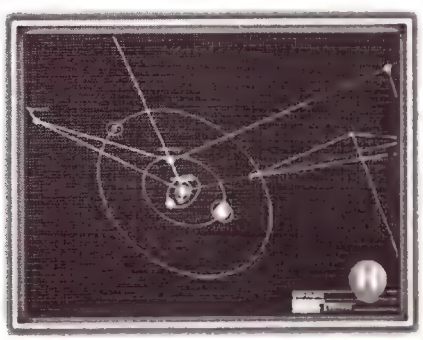
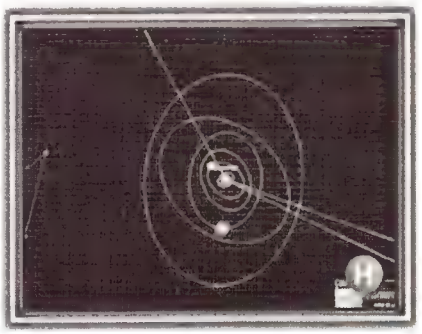


System: Nakatre

System: Riavayed



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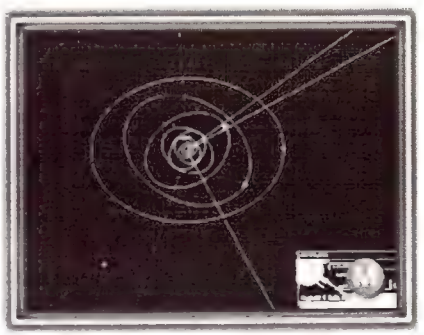

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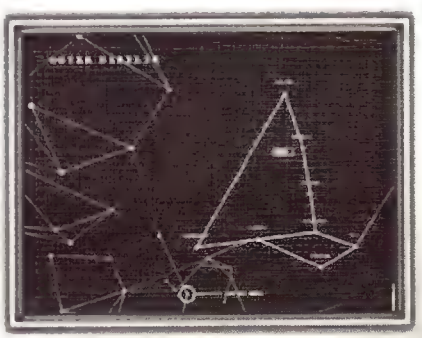
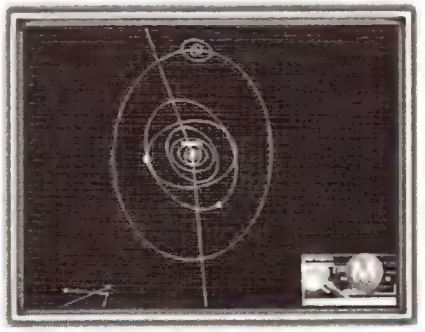


System: Palpis

System: Arveyil



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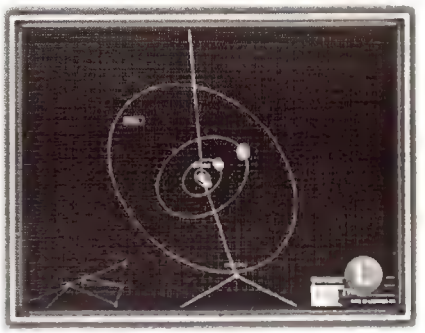

System: Mili

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Old Man Star

Those traveling in the Gallente Federation from the Peccanouette Circle to the Patrie Perimeter can make a shortcut midway through by traversing Ouperia, a cold and uninhabited white dwarf system. Few now remember the name Ouperia—most people only know it by what it is commonly called, Old Man Star.

The inter-stellar warp drive technology is fairly new. Until it came along, the only way for the empires to expand their territory was to send a ship to a solar system to build a stargate. The latest versions of these construction ships managed a speed of around 30 percent of the speed of light. At this speed, a system 10 light years away could be reached in about 33 years. The crew of the construction ships was put into cryogenic stasis for the duration of the trip, to be revived near the destination.

A century ago, before capsules and collision avoidance systems, a Gallentean construction ship set out for the desolate system then known as Ouperia. A stargate there would not only serve as a link between the Peccanouette Circle and the Patrie Perimeter, but would also give access to the rich asteroid fields in the system. The construction ship departed from Villore system, some 12 light years distant. Estimated travel time was 40 years. The crew consisted of five people, a huge reduction from the old days when dozens of crewmen were needed. Swarms of drones and robots were now responsible for most of the actual construction, the crew only acting as operators and technicians.

Five years after the construction ship set out, disaster befell it. A large asteroid hit the ship full force in deep space. The cryogenic chamber was damaged, killing everyone but the fifth. Luckily for him, he was revived before the cryogenic equipment gave out entirely. His name was Ceul Darieux and he was the drone operator on the ship.

Darieux's immediate problem was how to feed himself. To save space and weight, no food was carried on the ship; the crew was supposed to deploy small greenhouse bulbs once they'd been revived and grow edible plants there. But this required the proximity of a sun to provide the essential light and heat. In short, the greenhouse bulbs and the plant seeds were useless in deep space. Water was an equally pressing problem, as was the shortage of oxygen. The state of the ship did not make things any easier. The stray asteroid had ripped a huge gash into the side of the ship and destroyed many of the ship's vital systems. The cargo hold was hit especially hard. Debris of destroyed equipment and pieces of the asteroid cluttered the small space.

Darieux put his engineering skills to good use to solve these problems. He began by tampering with the fuel tanks. The fuel tanks, filled with liquid hydrogen and liquid oxygen, served the propulsion system when the ship had to be slowed down once near the destination. Fiddling with the fuel tanks was extremely dangerous, as the ingredients were highly flammable, but with patience and caution Darieux managed to get a controlled reaction out of the fuel, which gave him both water and oxygen. Then he welded together every piece of glass and metal plate he could muster in the ship to gather and store what little light he could from distant stars. This was sufficient for him to start food production in one greenhouse bulb. Linking the bulb into the ship's septic tank provided fertilizers for the plants. The result was enough food for one man and enough oxygen production, as well. In other words, Darieux managed to create his own little ecology system.

Once Darieux had stabilized the conditions on the ship and provided for himself, he next had to adjust the course of the ship. The impact had slightly altered the ship's course. In the vastness of space, this meant the ship would bypass the Ouperia system by billions of kilometers. The propulsion system had been damaged beyond repair. The ship was out of control and heading into deep space for eternity. The more time spent on a solution, the further adrift the ship would be, so a quick resolution was required. Instead of spending valuable time trying to build a new propulsion system, Darieux opted for a more ingenious solution: The ship was equipped with a token force of combat missiles.

Darieux fired the missiles and turned them around to explode against the strongest points of the ship's armor. By carefully calculating the impact points and controlling the size of the explosion, Darieux managed to realign the ship to its original course. Darieux briefly contemplated trying to turn the ship completely around, but quickly realized that he neither had enough missiles for this, nor would the hull withstand such a brute-force method of turning around even if he had them.

Now the dullest part of the journey began, as the ship was still decades from Ouperia system. Darieux spent the time creating fantastic robots and designs using the scrap heap in the cargo hold. He discovered that the asteroid that hit the ship had been very rich with the super-rare mineral megacyte, which has unique qualities that make it extremely valuable in advanced robotics and drone manufacturing. Living and working in zero gravity year after year gave Darieux a distinctive insight into high-tech assembly. Despite the limited resources and tools at his disposal, what he created during those long years has never been surpassed in originality or brilliance.

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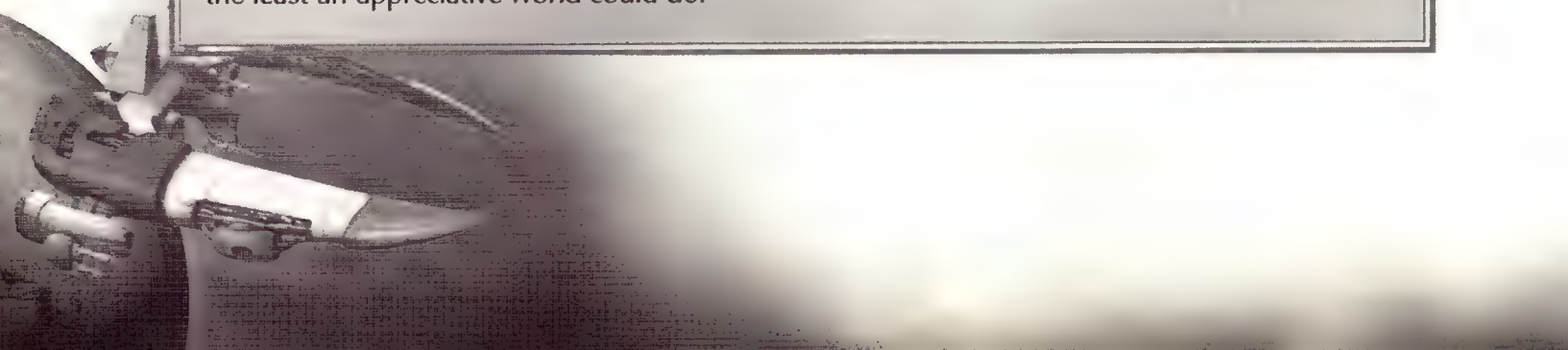
At long last, the ship entered the Ouperia system, 10 years behind schedule because of the decreased speed caused by the asteroid impact and subsequent missile explosions. Over the years, Darieux had invented several techniques for slowing down the ship, just for this occasion. His primary method was to use the stellar bodies in the system to help him slow down. Even if the propulsion system itself was still out of order, Darieux managed to get some of the directional thrusters to work, feeding them with the last drops of fuel. Now he began to zigzag between the system's planets, using the gravity to his advantage to stop the ship and even going so far as to enter the atmosphere at one point (protecting the ship with a handcrafted shield). Through these unorthodox methods, Darieux managed to stop the ship from shooting out into deep space again.

By this time, Darieux was an old man, his gaunt body in a bad state after too much time in zero gravity. Yet his spirit was still strong and he was unwilling to give up so close to his destination. Satisfying though it was to be in the Ouperia system, his situation was still dire as the prospects for any kind of rescue were absolutely none at all. His fate lay entirely in his own hands and the only option was to try to construct the stargate all by himself.

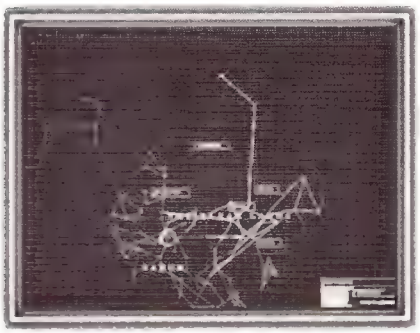
All the equipment needed to construct the stargate was long since destroyed or altered beyond recognition. Darieux was forced to start from scratch, devising and building innovative drones and robot factories. He centered his activity around a large asteroid that was conveniently close to the resonance point between the white main star and its tiny brown companion. There, on that asteroid, Darieux constructed a small assembly factory and a home. For five years, he labored along with his robot friends to complete, single-handedly, a stargate. A feat that maybe a handful in the whole world of EVE could manage, Darieux did at the age of 80[EM]white haired, wrinkled face, shaky hands, and all.

Imagine the surprise of the stargate controllers in the Villore system when a patched up construction ship limped through their stargate[EM]the triumphant remains of a mission long since considered dead and lost. Darieux reveled in the media limelight for a while before launching his own company, CreoDron, centered on the blueprints created during an incredible voyage lasting more than half a century. He died few years later, his frail body and failing internal organs too badly damaged for cloning. But his legacy remains strong to this day: CreoDron is the biggest drone manufacturing company in the world of EVE and the innovations of its founder still drive the drone industry. Renaming the Ouperia system "Old Man Star" was the least an appreciative world could do.



Region: The Bleak Lands

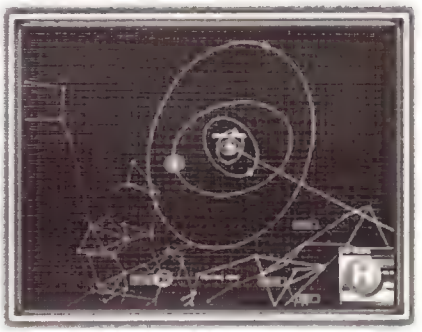
CONSTELLATION: TANDOIRAS



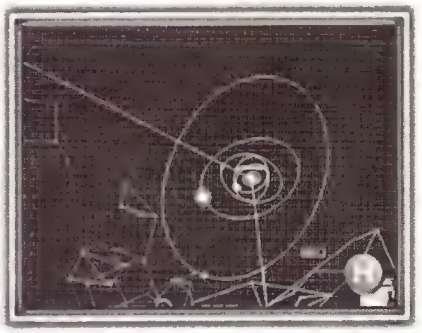
System: Haras

System: Tannakan

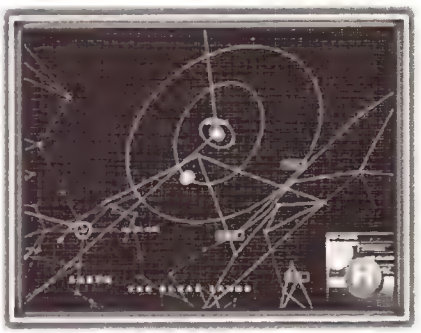
System: Saidusairos



System: Kurniainen



System: Oyonata



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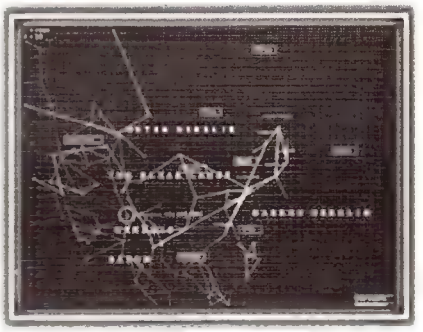
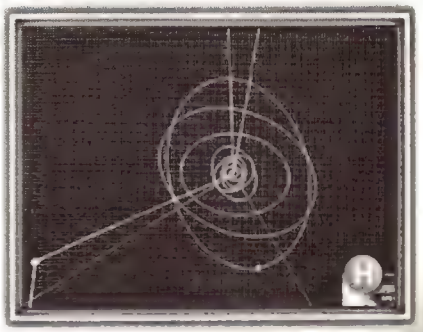
CONSTELLATION: SASEN



System: Lamaa

System: Kamela



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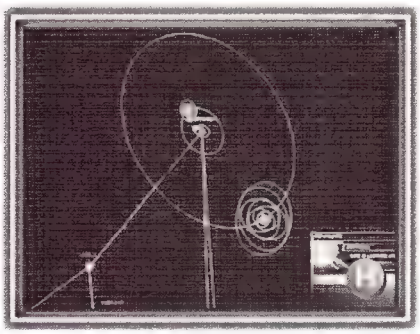
System: Kourmonen



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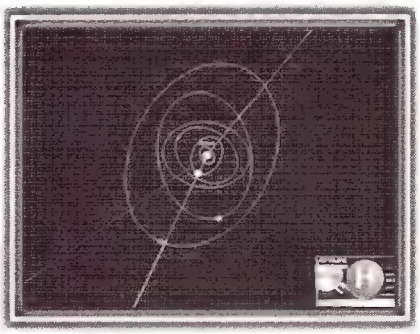

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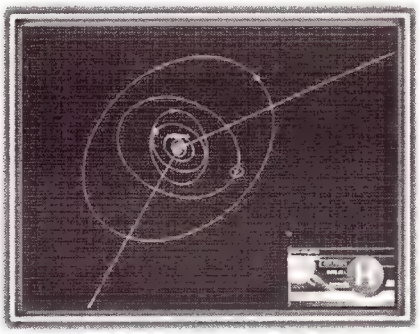

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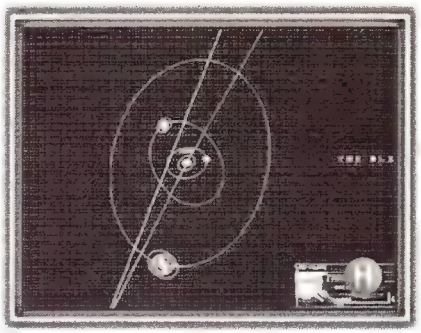
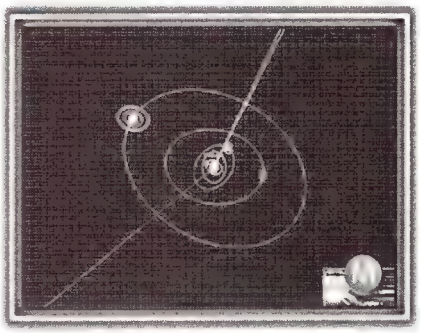
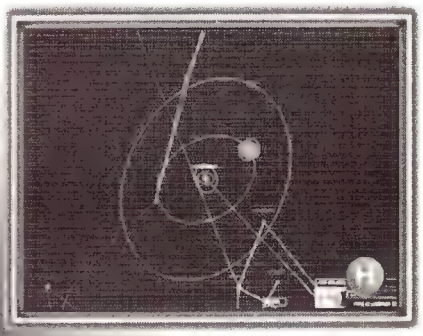


System: Otelen



CONSTELLATION: ICHIDA

System: Malpara



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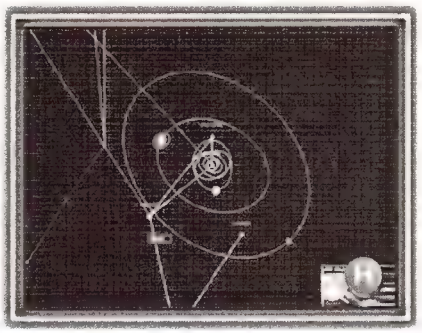

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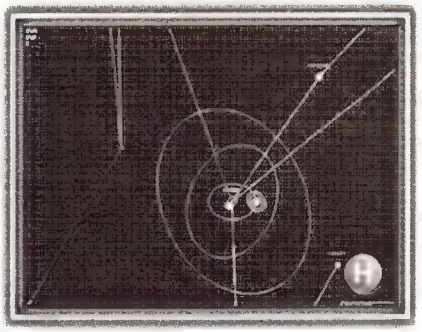

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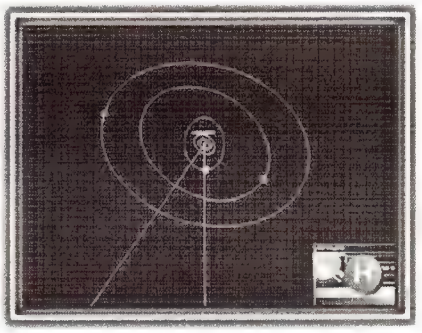
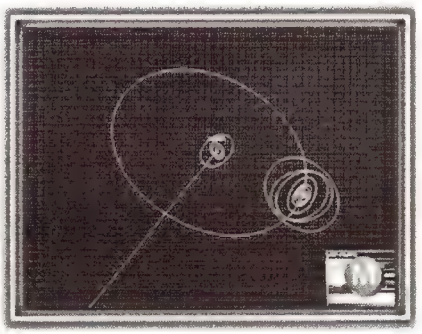
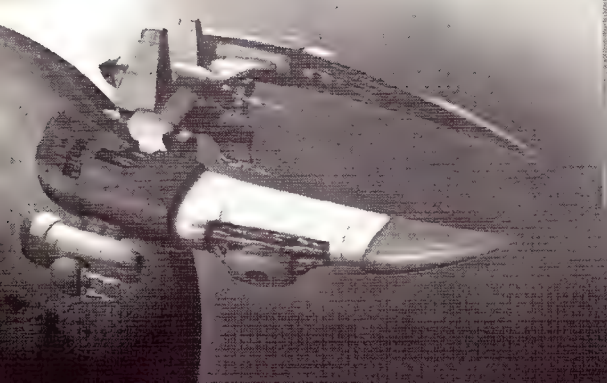


System: Junsen





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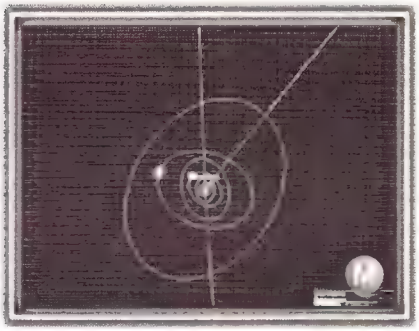
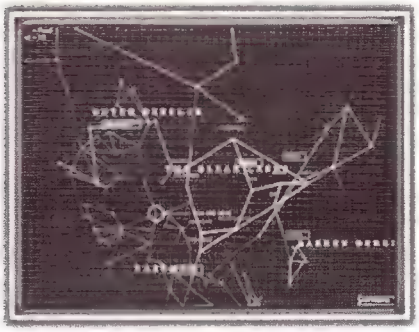
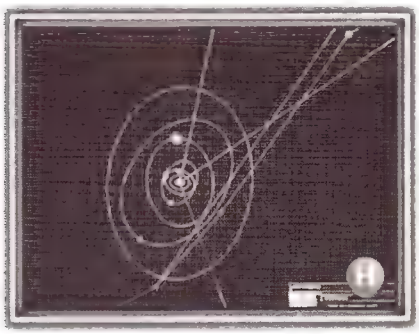


CONSTELLATION: VAARMA

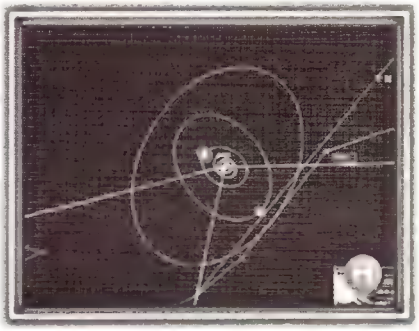


System: Ga



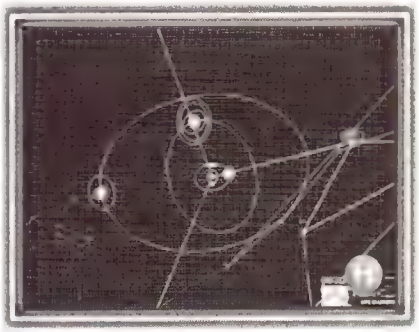
System: Sosala

System: Anka

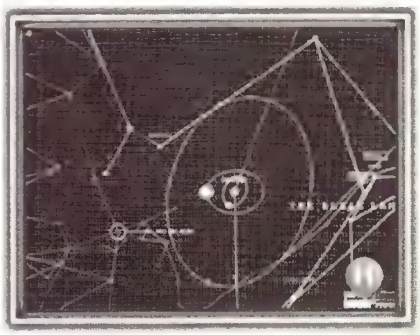


System: Uusanen

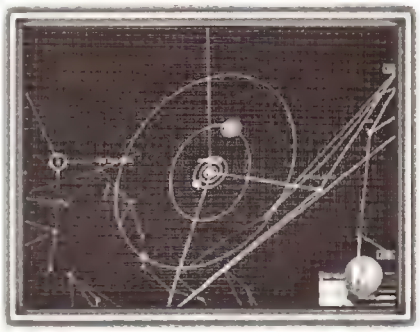
System: Iesa



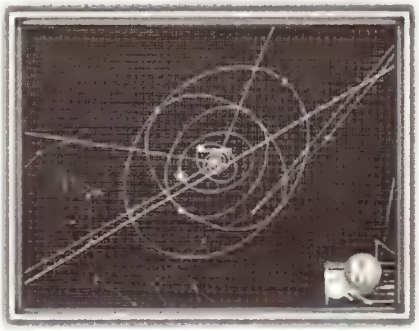
System: Saikamon



System: Myyhera



System: Netslakka



System: Sasiekko

System: Erkinen

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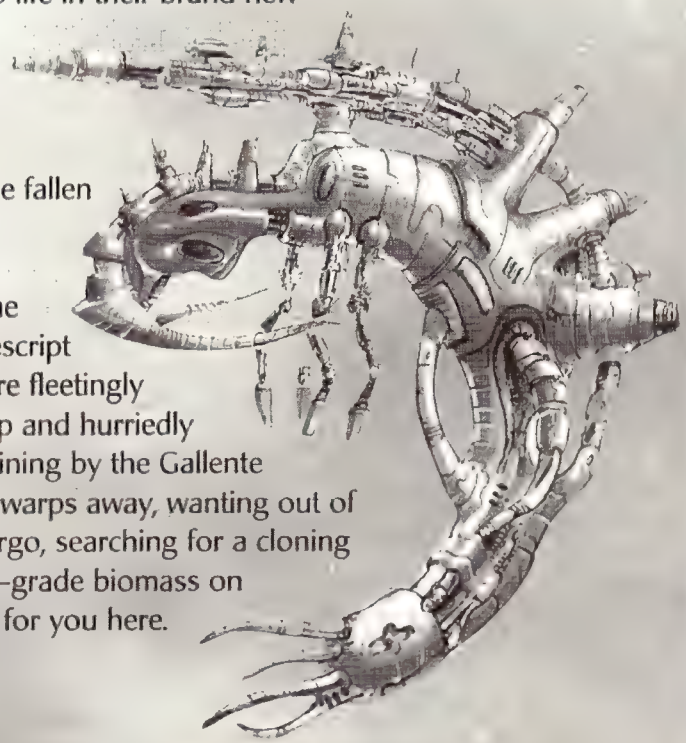
The Vicious Cycle

And then it was all over. The capsule cracked open. The naked skin, exposed to direct sunlight, flared up. The body swelled, convulsing uncontrollably. Just as consciousness faded, the saliva boiled on the tongue. Death came quickly thereafter. The body mingled with the debris of the former frigate. In the background, police ships chased down the killer.

It all began so innocently. Two Gallentean frigates cruising along in Federation space, chatting amiably. One a wide-eyed rookie, the other a veteran. Disaster: a war of words, followed by threats and insults. Then chat stopped and weapons talked. The rookie never stood a chance. But wait! Police ships approach, too late to save the rookie. So they punish the offender. Justice is swift—an eye for an eye, a tooth for a tooth. The veteran's body joins the rookie in its graceful dance around the sun.

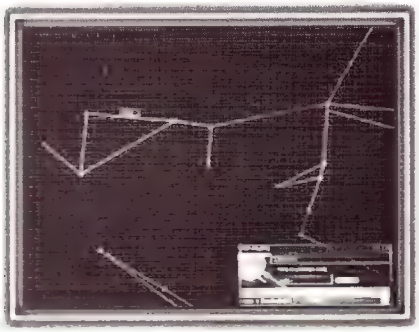
Yet both live. This very moment they wake to life in their brand new bodies. Maybe they'll get a chance to dance again some other time; maybe then the rookie will have learned some new tricks.



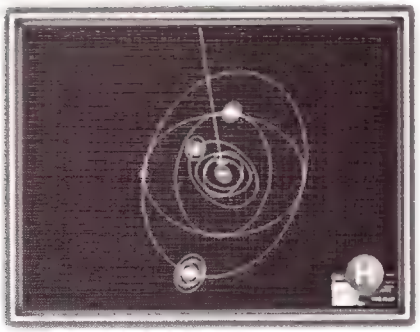
This is not the end. The cycle of life saved the fallen two from oblivion. So too their cadavers are returned to the eternal circle one more time. Their frozen dance interrupted as soon as the horizon swallows the police ships. A non-descript ship sidles up. A couple of salvage drones are fleetingly deployed. The lifeless bodies are snatched up and hurriedly returned to the ship. Getting caught body mining by the Gallente police means serious trouble. Then the ship warps away, wanting out of Federation space quickly with its very hot cargo, searching for a cloning facility that doesn't mind a bit of ill-gotten A-grade biomass on the side. Life goes on, citizen. Nothing more for you here.

Region: Outer Derelik

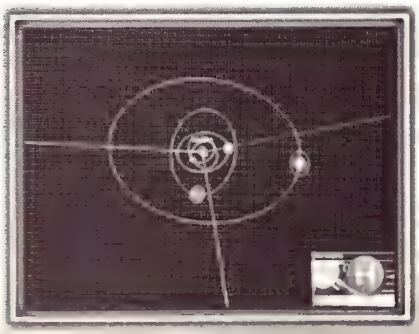
CONSTELLATION: HALE



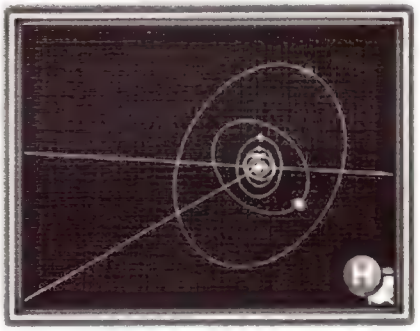
System: Milu



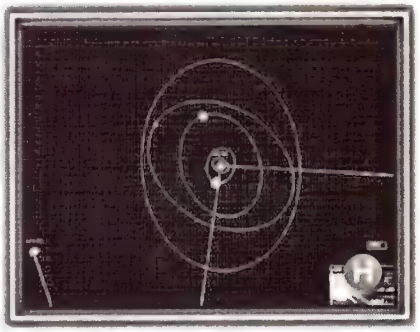
System: Tidacha



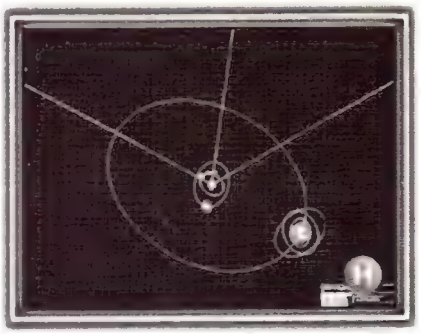
System: Odlib



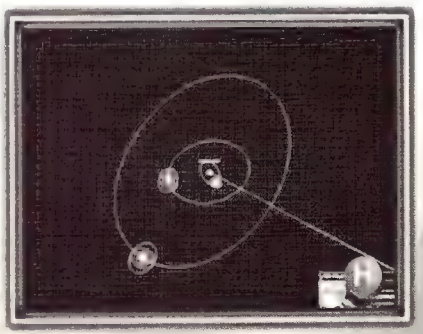
System: Jofan



System: Yadi

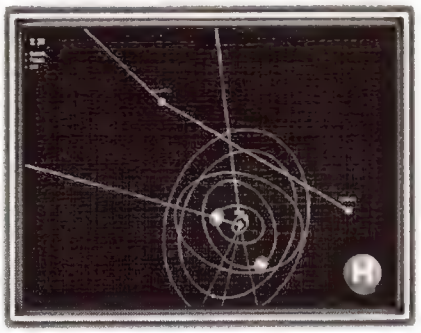


System: Buftiar



CONSTELLATION: ORARON

System: Bar



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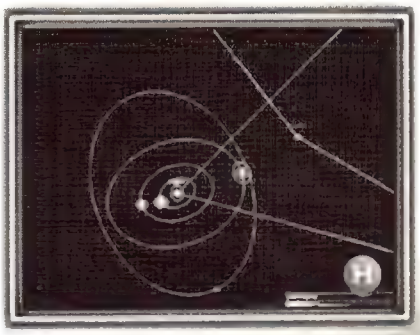

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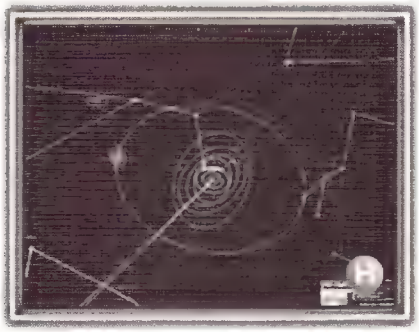
System: Aseghatil



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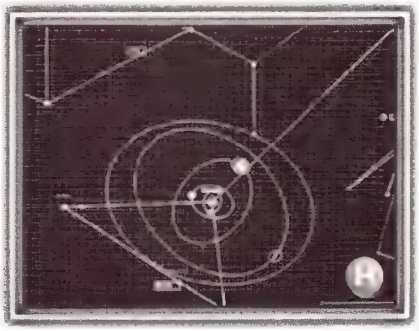

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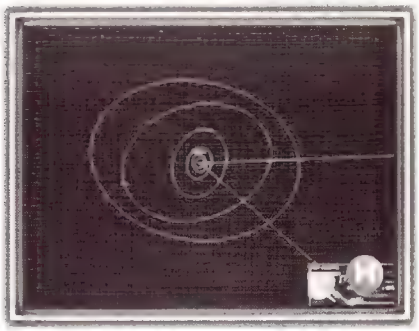

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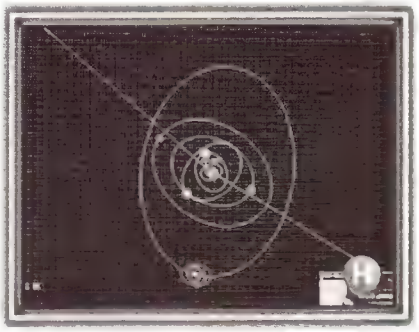

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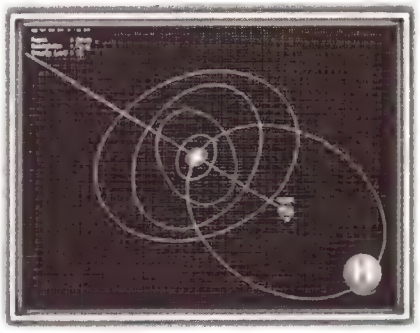
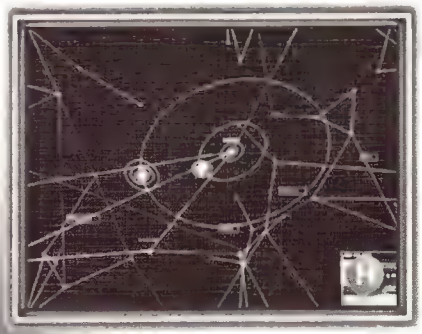


CONSTELLATION: SUBI

System: Berta

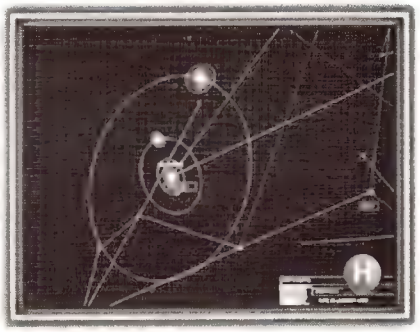


System: Hothomuh

System: Gamis

System: Nieril

System: Bekirdod



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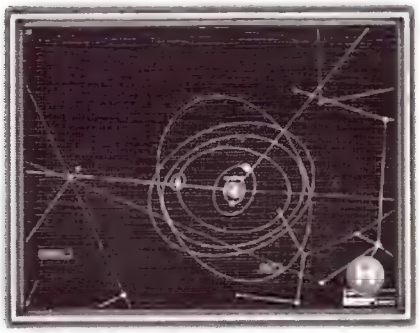

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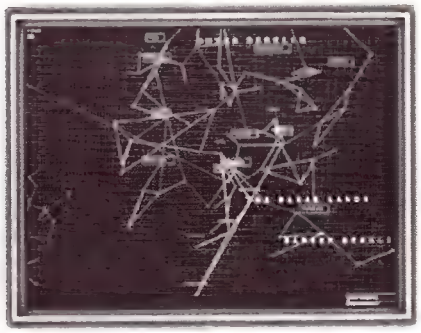
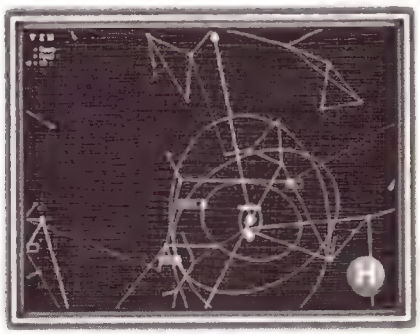


System: Fera

System: Majamar

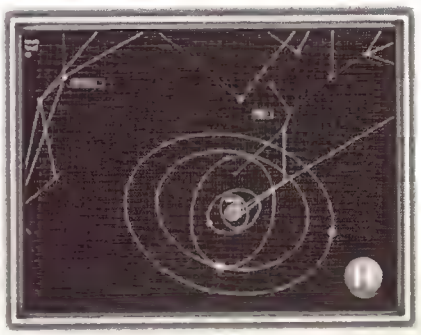


System: Faspera

System: Jaymass

System: Ihal

System: Camal



System: Mifrata

CONSTELLATION: MAMOUNA

System: Podion

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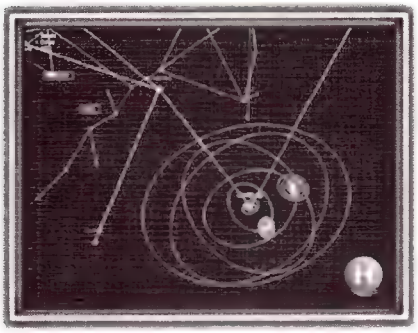
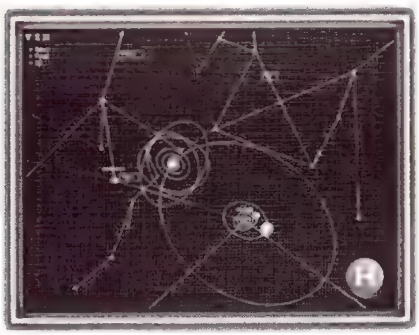
System: Jayneleb

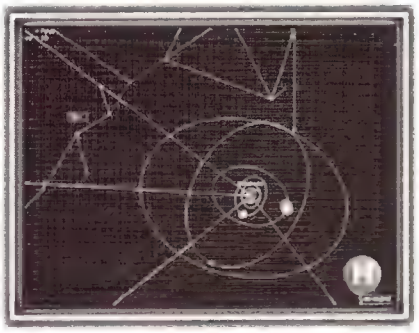


System: Kuharah

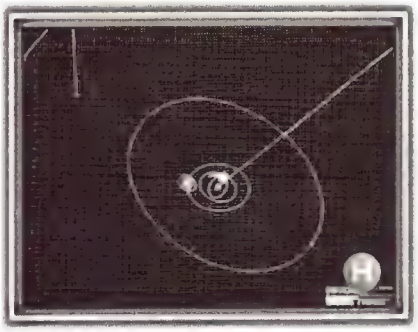
System: Kazna



System: Futzchag



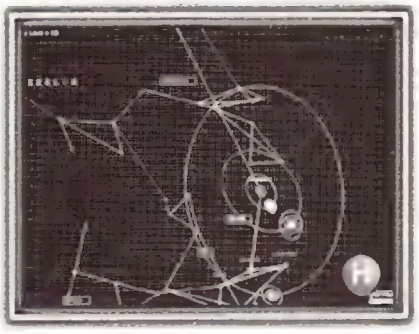
System: Lilmad



CONSTELLATION: SAZDIH

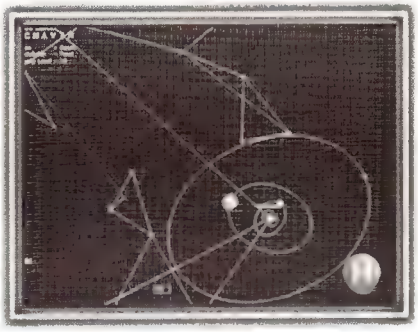
System: Moh

System: Bairshir



System: Bayuka

System: Uzistoon



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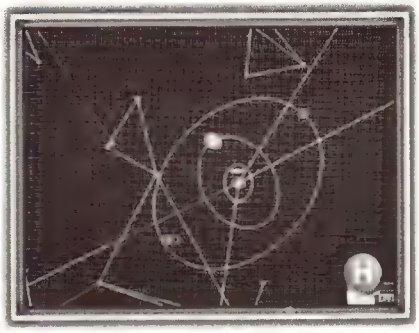

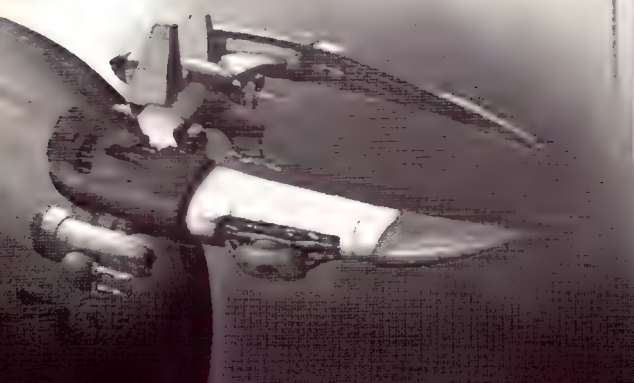

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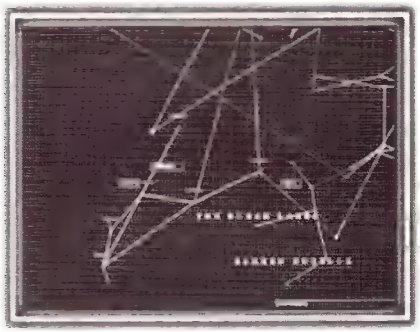

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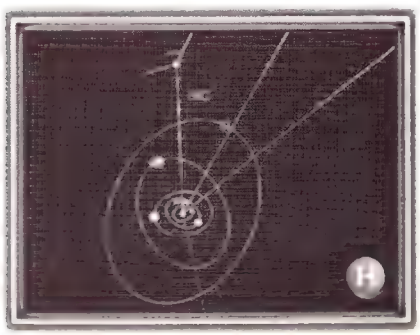

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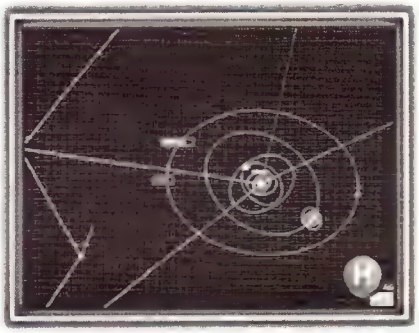

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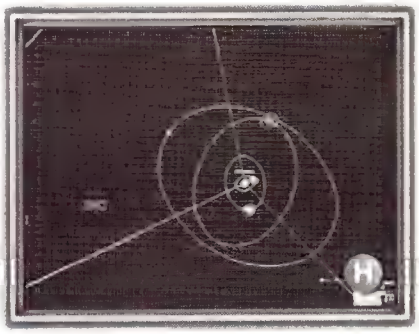

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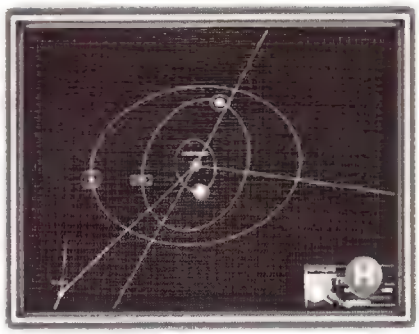

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CONSTELLATION: ANARES

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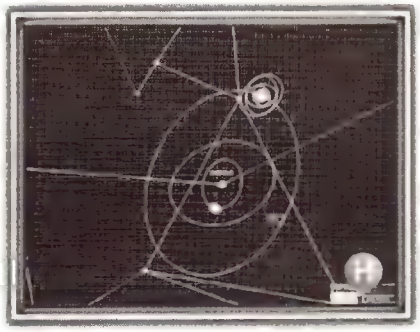

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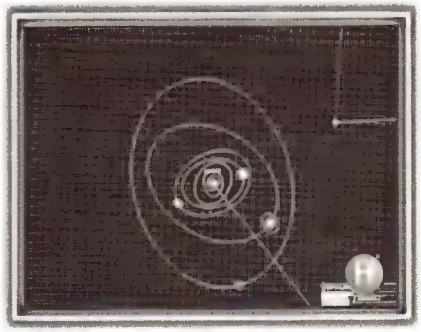

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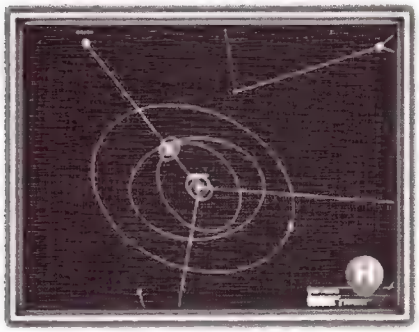

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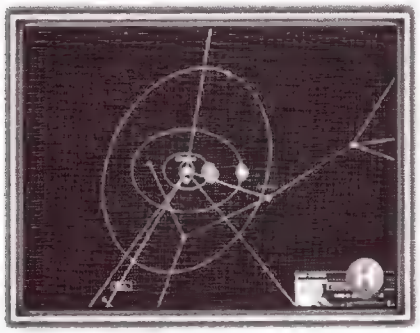

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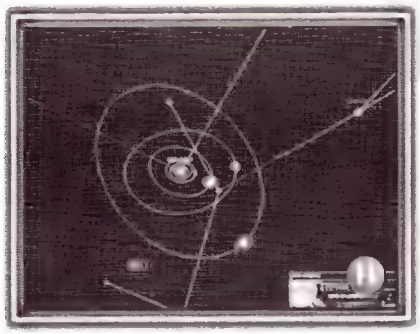

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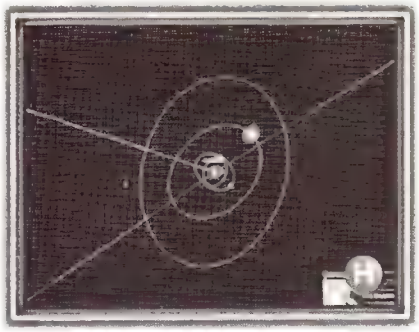

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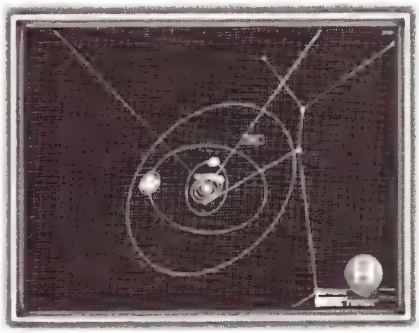

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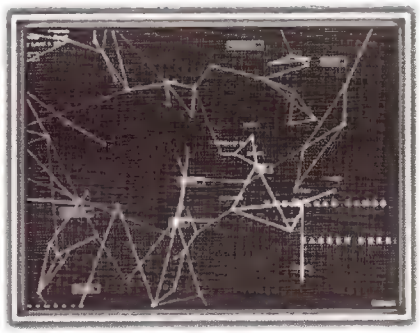

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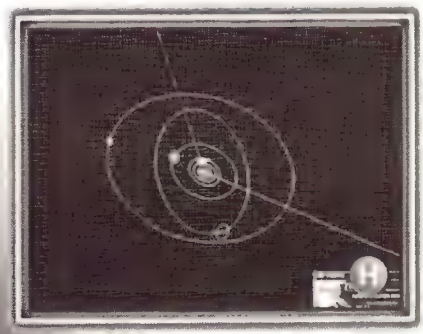

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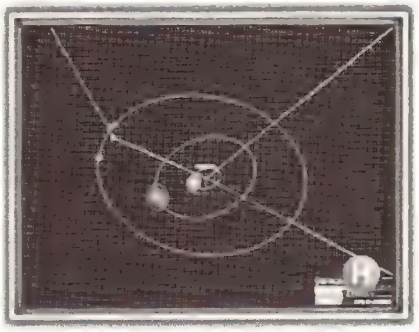

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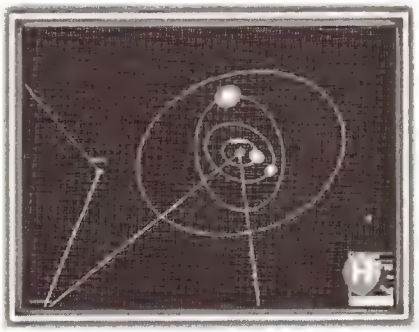

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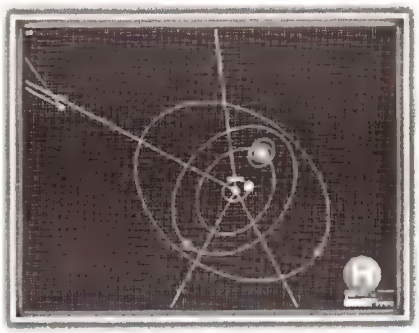

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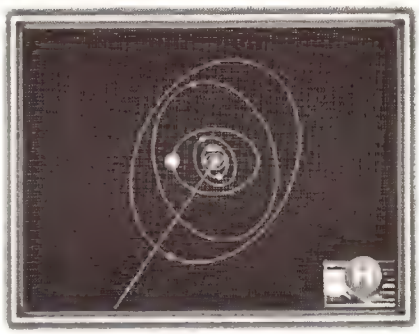

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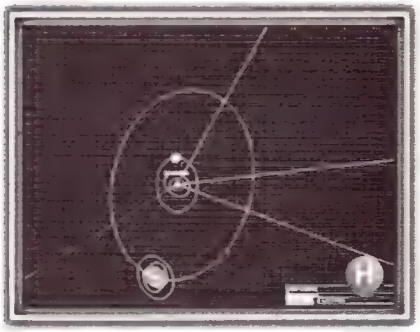

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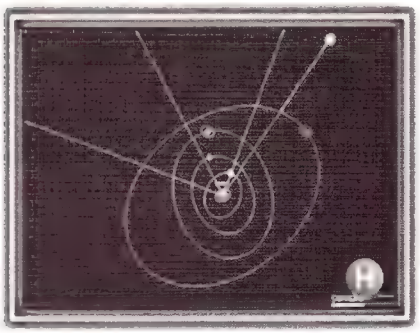

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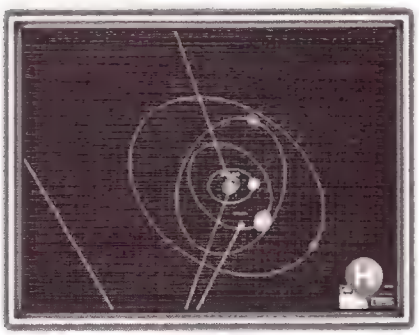

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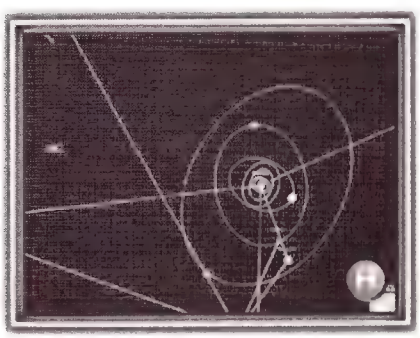

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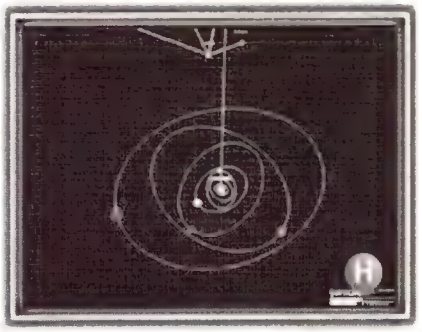

CONSTELLATION: MEKASHRAD

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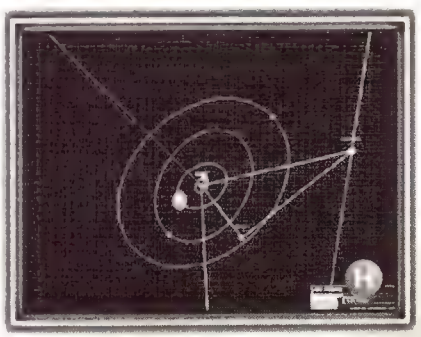

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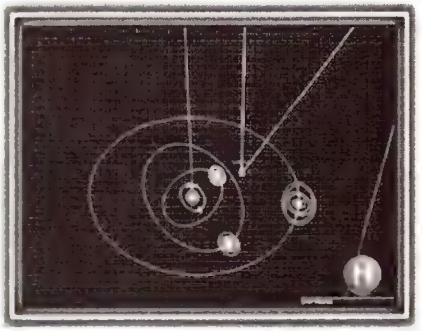

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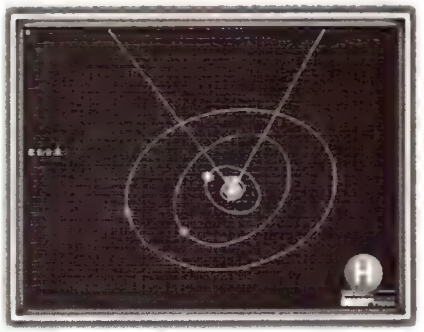

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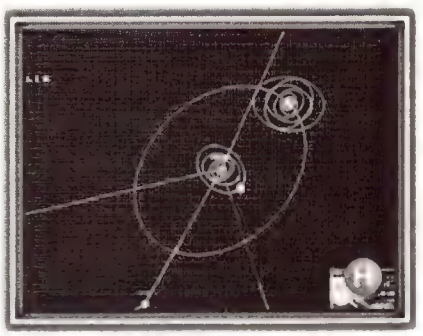

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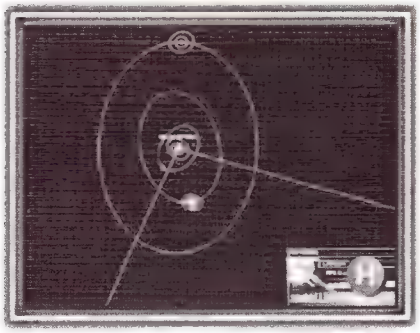

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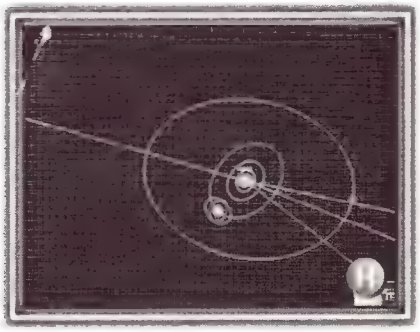

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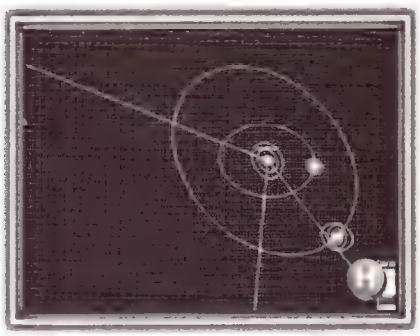

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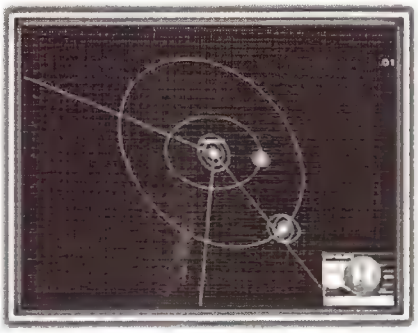

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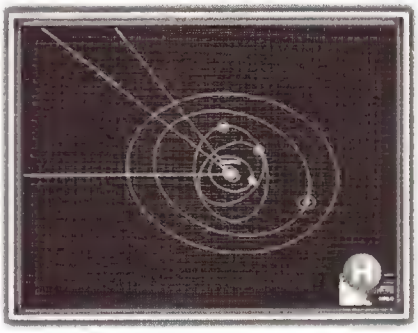

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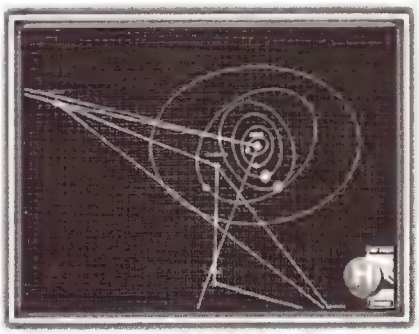

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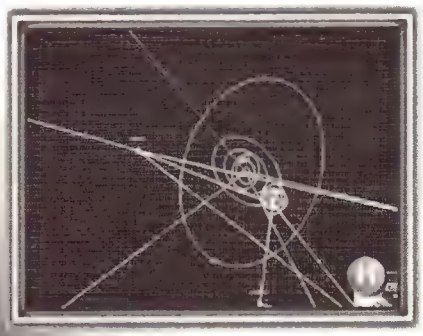

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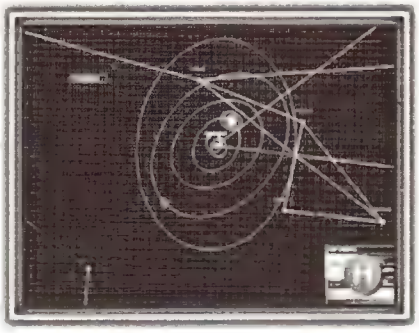

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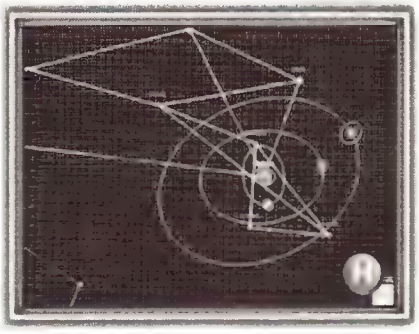

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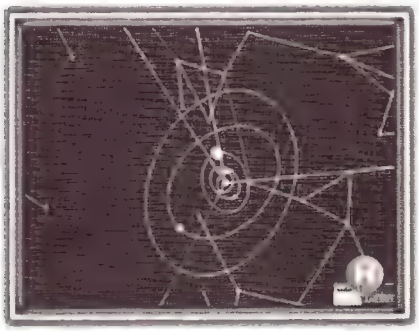
System: Atshit



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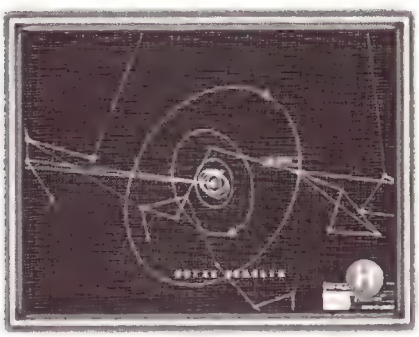
System: Zemalu



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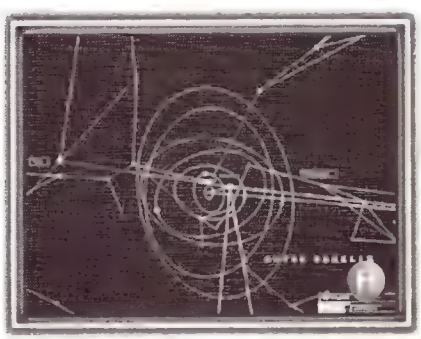

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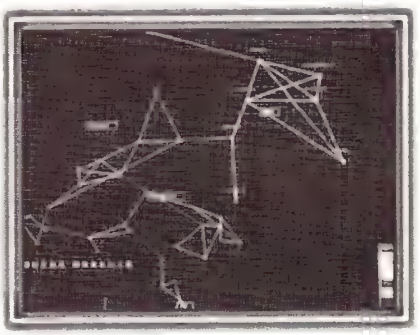
CONSTELLATION: JOAS



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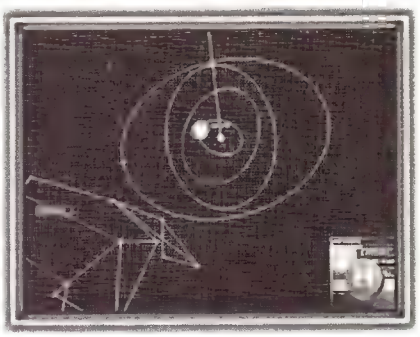

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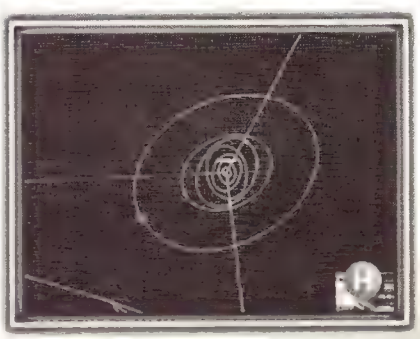

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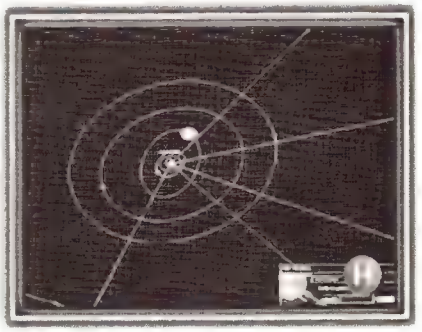

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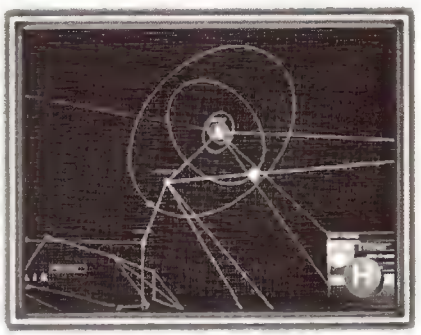

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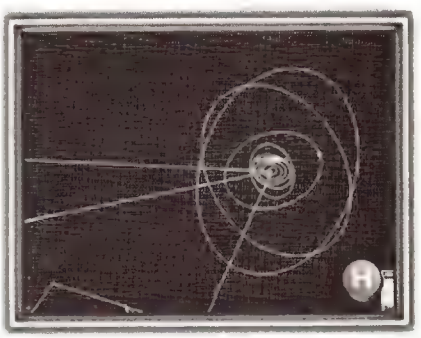

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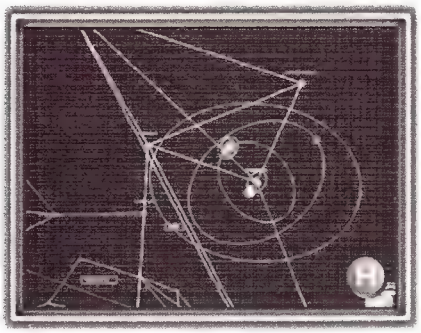
System: Bimener



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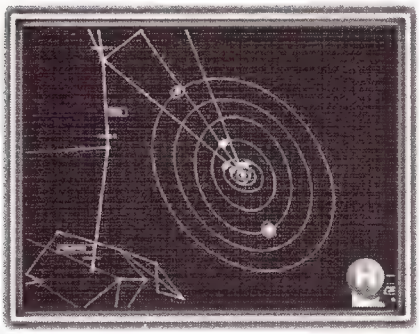

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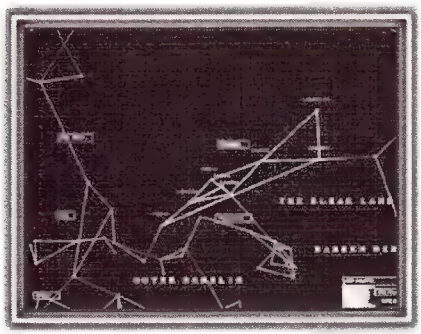

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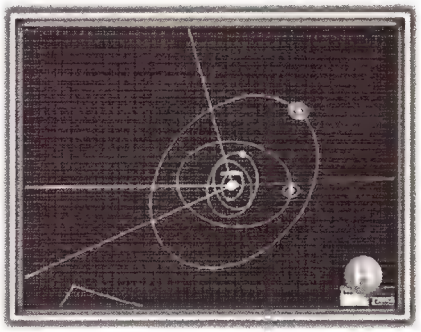

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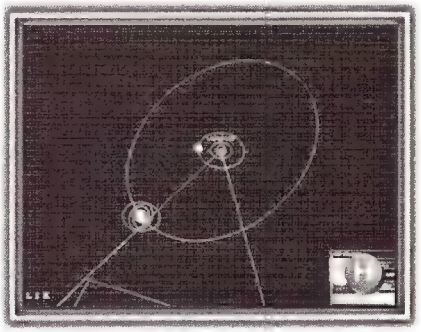

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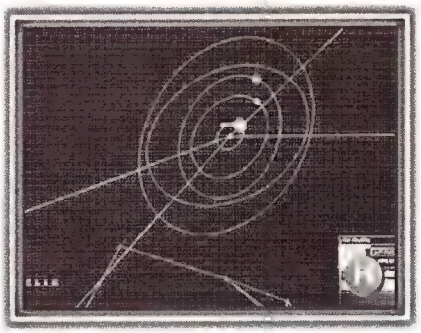

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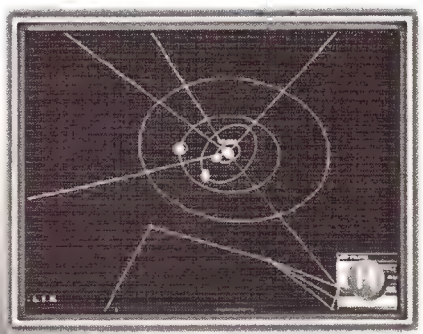

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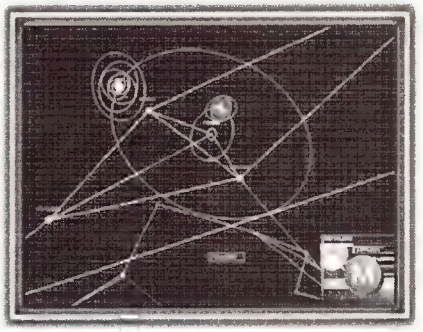

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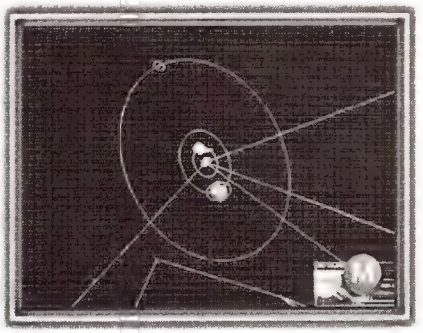

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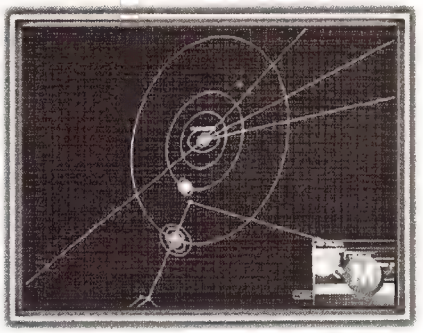

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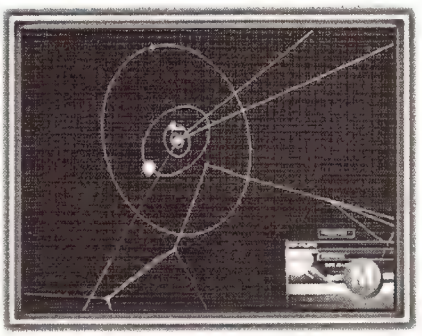

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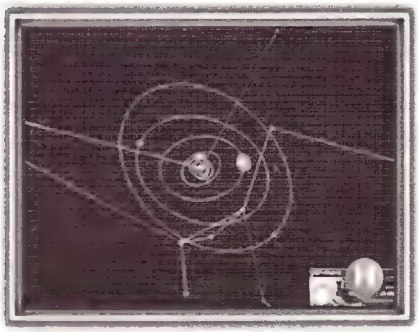

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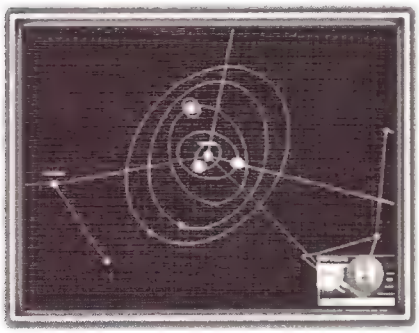

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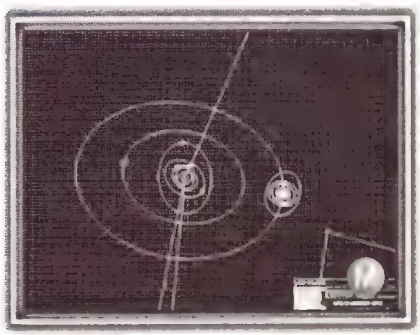

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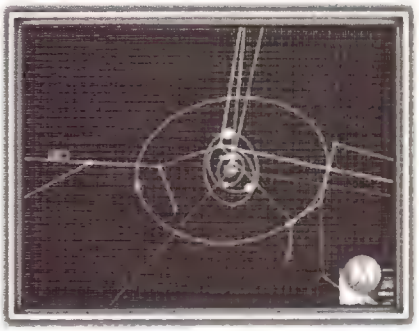

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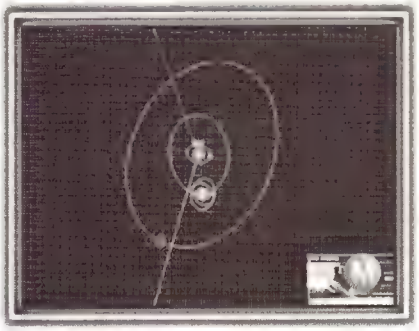

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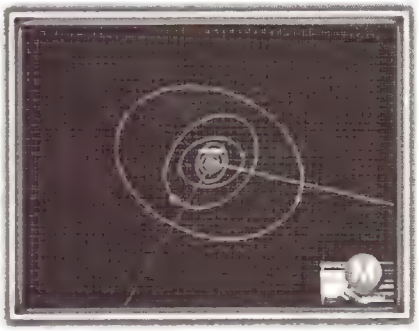

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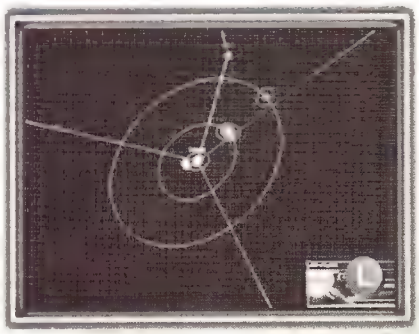

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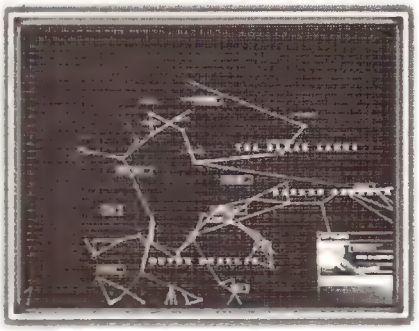

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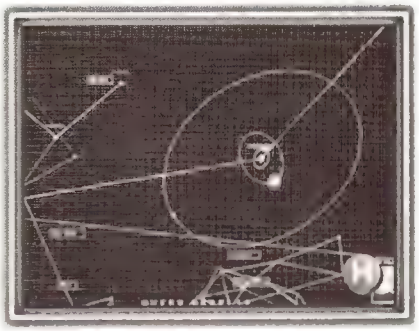

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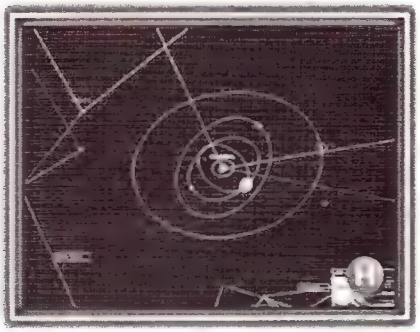

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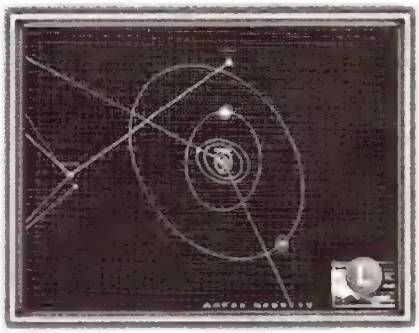

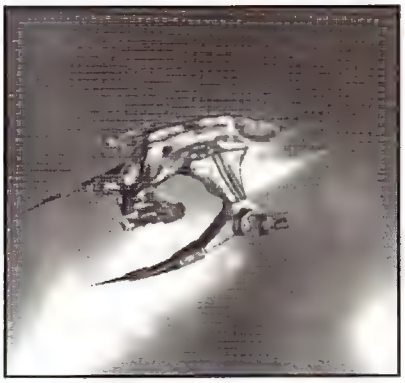

Silphy

Five hundred years ago, the Intaki people lived a simple life on their home planet. To them, the sky was a mystery they were only slowly unfolding with their pre-industrial technology. Then the Gallenteans arrived and swept them into the modern age in one swift stroke. The Intakis, initially overwhelmed, adapted quickly. Within a century they had seasoned space travelers and active members of the Gallente governing body. They soon established their reputation as fair-minded humanists who excelled as deft negotiators and clever businessmen, fitting perfectly into the Gallentean way of life.

The social uproar following the Caldari departure from the Federation touched the Intakis deeply, and many of them sympathized and even supported the Caldari[EM]the yoke of the cumbersome Federation bureaucracy lay as heavily on the Intakis as the Caldari. Understandably, the Gallenteans were forced to deal harshly with these elements to prevent a complete fragmentation of the young Federation.

Apart from a few minor uprisings, the Federation quickly subdued the Intakis. Those deemed the biggest threat to the stability of the regime were arrested and exiled. Some of these went over to the Caldari side, but the majority of the exiles, some 5,000, went out into the great unknown at the outskirts of Federation space. There, they built themselves new homes in the form of sprawling space stations, the Federation having barred them from colonizing any planets or moons.

As the exiles became more organized and their power increased through asteroid mining and black market trading, they formed a loosely connected organization and termed it the Intaki syndicate. The syndicate is not political in any sense. Each member station enjoys complete autonomy. But they share economic information and help each other in security matters.

The territories of the Intaki syndicate are open to everyone, no matter their race, political creed, or legal stature. The syndicate is not vastly wealthy or powerful, but it serves an important function on the fringe of empire space, providing safe havens for where anything can be bought and sold, no questions asked. Although the Federation was still the Promised Land, the syndicate territories received the residual immigrants that weren't allowed into the Federation for one reason or another, thus slowly growing in size and importance.

Each syndicate station has its own governor who has complete authority over the station and its surroundings. These governors are those who were instrumental in constructing the stations all those years ago or their descendants. The unofficial leader of the syndicate in years past was the governor of Poitot station, Dorn en Diabel. A charismatic and passionate leader, he instilled order from the chaos that reigned after the exile and set the foundation of the syndicate. Like so many prominent Intakis, en Diabel was an albino, which lent his authority the strength needed to push his will through.

A decade ago, en Diabel died in a freak accident, meaning his mind couldn't be transferred to his clone. His eldest son inherited his position as manager of Poitot station, but trouble was brewing on the horizon. Syndicate rivals of the en Diabel family were gathering strength for a coup. Not possessing his father's shrewd political mind, young Gare en Diabel was clearly out of his league and his equally weak siblings on Poitot were incapable of lending the needed assistance.

But one child of Dorn en Diabel was not on Poitot, nor had been for more than five years. Silphy en Diabel, his youngest, had been sent off to the Sisters of EVE after one heated row too many with her father. Alone among Dorn en Diabel's offspring, Silphy had inherited her father's wits and passion, as well as her mother's fiery temper. Her stay with the Sisters, initially intended as a punishment, grew into enthusiasm for Silphy. For the first time she was free of her father's

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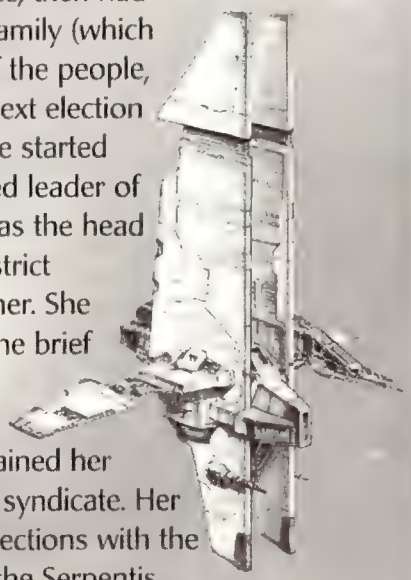
SILPHY (CONTINUED)

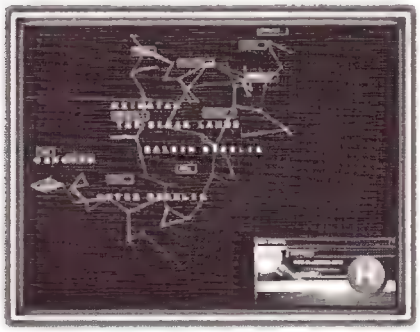
iron will and free to live as she liked. She struck up a friendship with Santimona Sarpati, an influential Sister who also happened to be sister to the notorious V. Salvador Sarpati, head of the Serpentis corporation. But just as Silphy's career with the Sisters seemed poised for rapid takeoff, she decided to heed the desperate calls of her family and head home to Poitot.

Once there, Silphy quickly assessed the situation and then in one swift stroke, as cunning and brutal as any her father had conceived, she seized the initiative. First, she altered the station charter so that from now on the populace would elect the governor for life. This action went unopposed because the family's enemies thought it a sign of weakness. Their view was confirmed a week later when one of their own was elected governor. But then Silphy put the next step of her plan into motion: She secretly arranged for attacks on all inbound food supply ships, thus slowly putting Poitot station in a state of starvation. Naturally, the enraged populace blamed the new governor. Silphy, using her Sisters of EVE influence, then had emergency food supplies brought in on vessels of the en Diabel family (which were, of course, left alone). Thus Silphy made herself champion of the people, and when the governor was driven out of office, Silphy won the next election by a landslide. Having shattered the reputation of her enemies, she started systematically ruining them financially until she was the undisputed leader of Poitot station. At the same time, Silphy strengthened her position as the head of the en Diabel family. She sent her brothers abroad and kept a strict control of their monetary allowance to keep them dependent on her. She also slowly asserted herself as supreme leader on Poitot station, the brief influence of the populace soon fading to nothing.



In the years since Silphy en Diabel became governess, she has regained her father's prominence as the unofficial leader of the leaderless Intaki syndicate. Her power has never been seriously tested, although she lost her connections with the Sisters of EVE once it was discovered that she'd collaborated with the Serpentis corporation in her bid for black market dominance in and around the Federation. Santimona Sarpati, once a trusted friend and ally, has turned her back on Silphy. Just as she calls her brother "King Sarpati," she now mockingly calls Silphy "Queen Silphy of the syndicate," saying that they complement each other perfectly in their exploitation and contempt of their fellow humans.

Region: Heimatar



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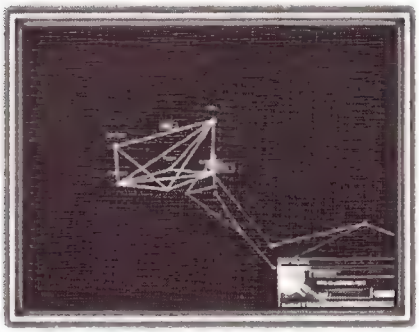

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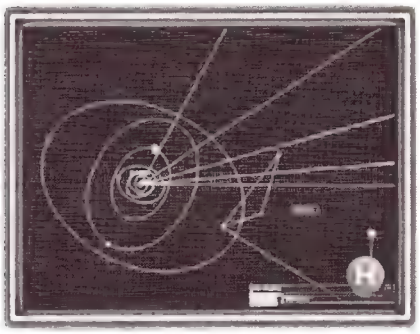

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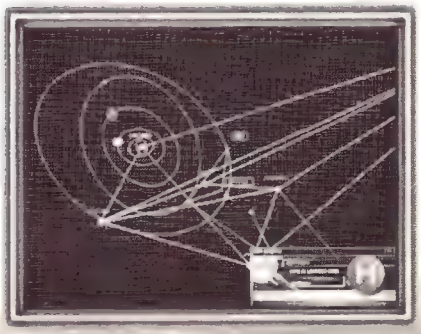

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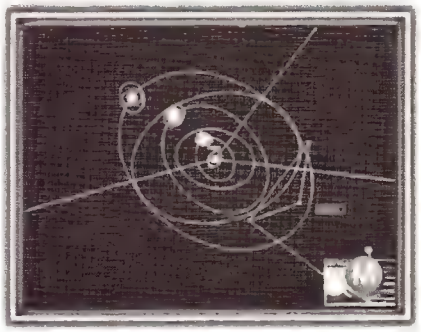

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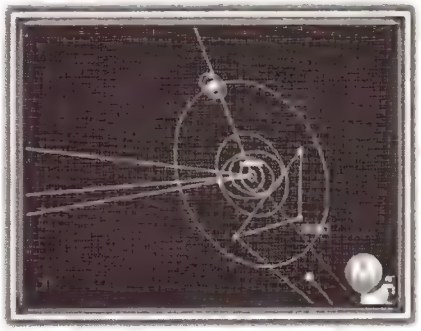

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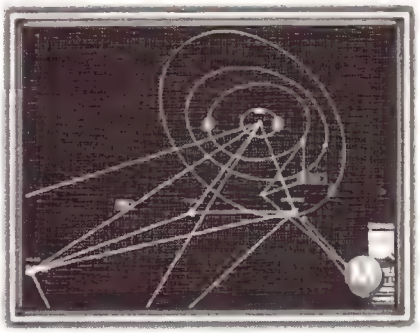

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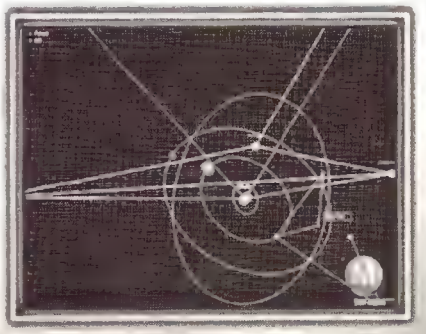

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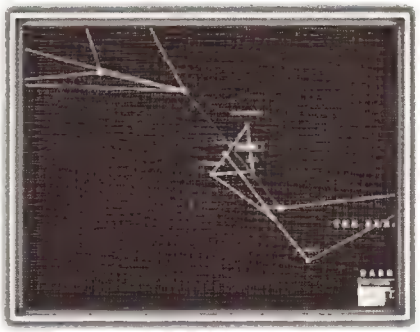

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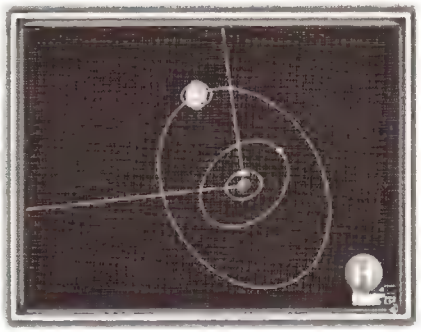

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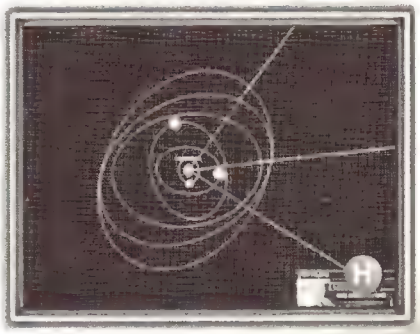

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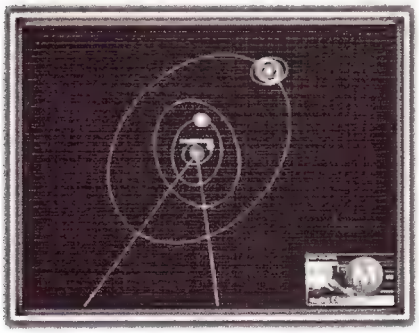

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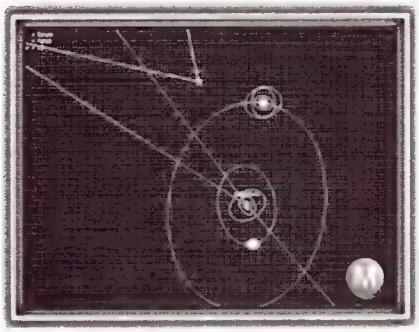

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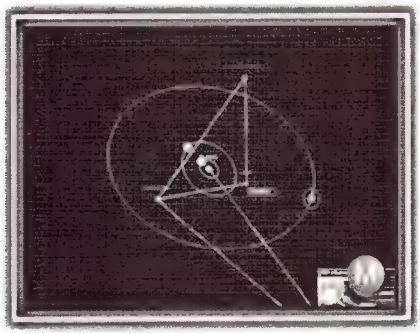

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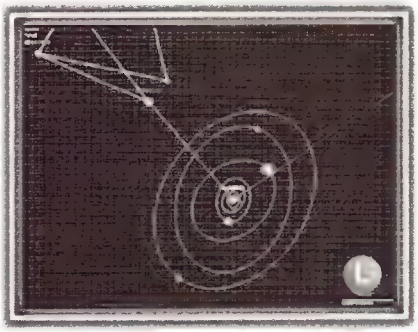

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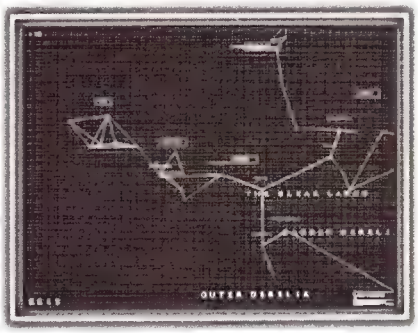

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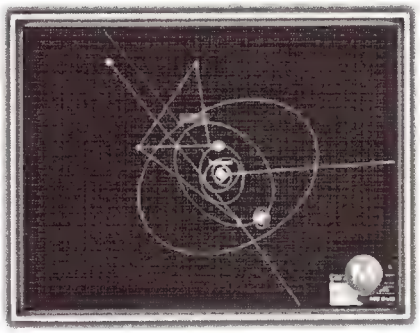

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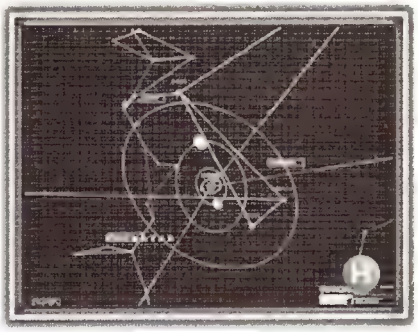

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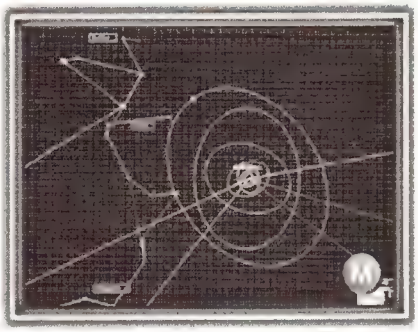

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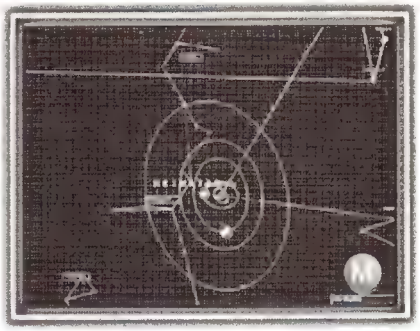

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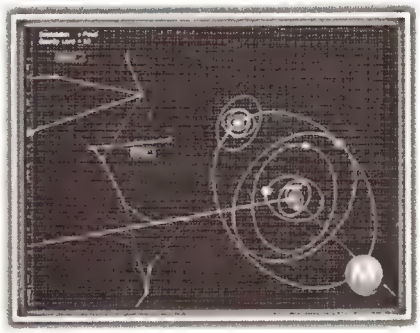

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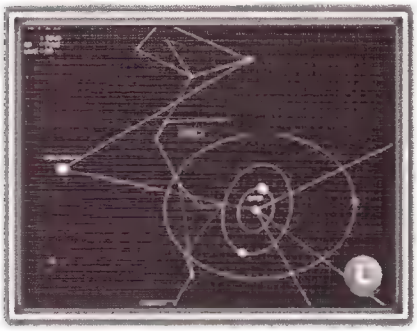

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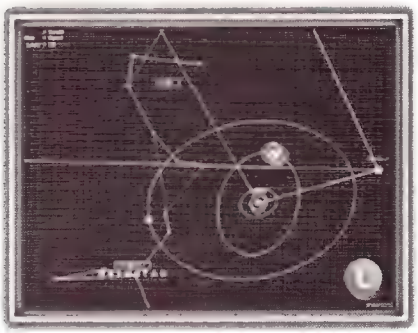

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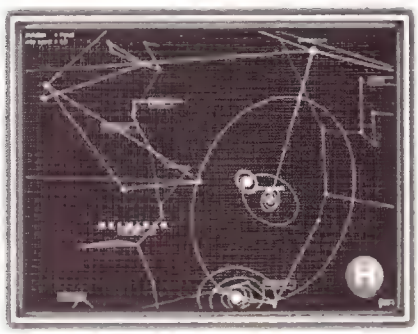

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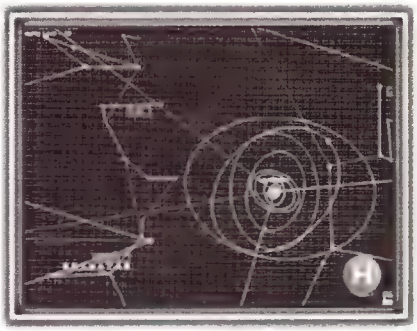

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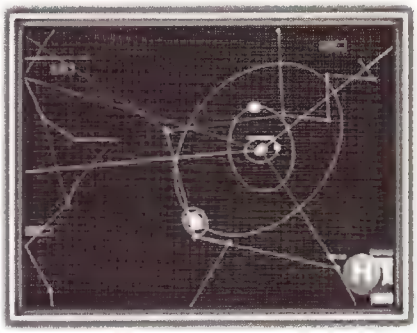

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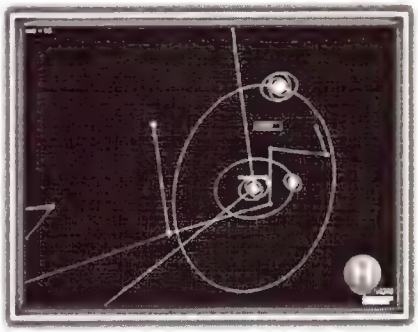

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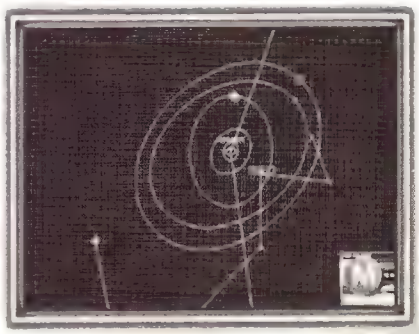

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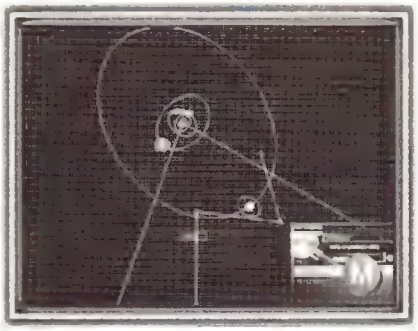

System: Hedgiviter

CONSTELLATION: URTFER

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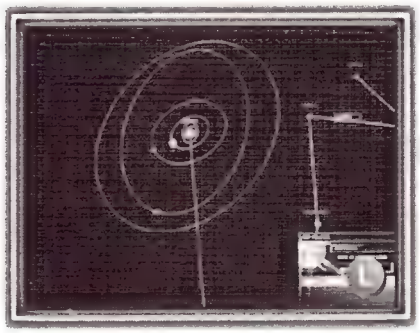
System: Egmur



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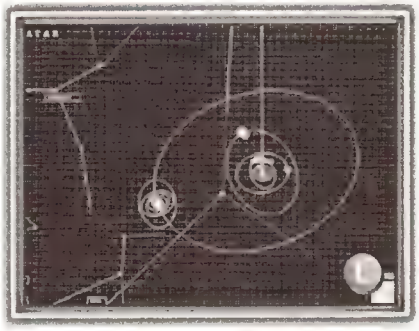

Malaetu Shakor

One would be forgiven for assuming that with the billions of inhabitants in the world of EVE, the acts of an individual count for little. Yet there are equally countless tales of individuals who, through skill, perseverance, or luck, shaped the world around them and made their mark on history. Maybe most of these tales are only fables, kept alive with forlorn hope by the insignificant many. One of these tales is that of Malaetu Shakor.

Born a son of a Brutor Defiant, Shakor soon showed signs of the eye disease that plagues so many descendants of Defiants. The eye disease, a result of the harsh treatment the Defiants received at the hands of the Amarrians, is similar to glaucoma and invariably results in a complete loss of sight before the age of five. Unlike when under the yoke of the Amarrian occupation, the Minmatars today have access to cures for the disease, but many decide against a cure as the white eyes associated with the disease have become a sign of respect amongst the Brutor clan. Shakor decided as a teenager not to undergo an operation to regain his sight. He did this not to gain respect from his fellow Brutors, but out of personal deference to those Defiants who lost their health and even their lives as human guinea pigs in the gruesome Human Endurance Program of the Amarrians.

The Minmatar Rebellion was long over when Shakor came of age, but still he decided to take up the fight against the Amarrians. Joining a ragged band of fighters (rebels in the eyes of the Amarrians), Shakor soon proved himself to be an outstanding ship captain. Within a few

months, he had taken control of the rebel band and organized them into an expert combat squad. It was at this time that Shakor devised the infamous battle formation that bears his name: Shakor's Spiral—a daring close-counterassault tactic that only the most skilled pilots can execute.

Shakor's squadron operated on the borders of Minmatar and Amarr (actually Ammatar) space, like other rebel squads. Its notoriety grew in leaps and bounds, prompting the Amarrians to start targeting the squad with their elite forces. Pressure from other rebel leaders (who were taking a licking from the Amarrians) forced Shakor to leave the border regions with his squadron and set up his base of operation away from Minmatar space. Undeterred, Shakor continued fighting the Amarrians from his isolated station deep within the Great Wildlands. It was there that the strangest incident of his eventful life occurred.

Returning one day from a hunt, Shakor and his men were ambushed by the Amarr Royal Guard, universally regarded as the best fighting unit around. A fierce battle ensued. Shakor's men quickly formed a Spiral, the Royal Guard responded by forming an Arrow formation, designed to counter the Spiral. Despite their experience, Shakor's men panicked once their casualties began mounting and tried to retreat. They were hunted down and slaughtered to the last man by the Royal Guard. The guardsmen wanted to make sure there were no survivors and systematically began destroying the defenseless capsules floating around. But when they locked their weapons on Shakor's capsule, a Jovian vessel uncloaked itself next to the capsule. Jamming the Amarr vessels with ease, the Jovian ship leisurely moved Shakor's capsule into its cargo hold before disappearing again. The Amarrians tried to track it down, but found no trace of it.

For two years, nothing was heard of Malaetu Shakor. The Amarrians, initially vexed over the Jovian interference, assumed he was dead. His return to the Minmatar Republic came as a total surprise. Where Shakor had once been fierce, driven, and highly agitated, he now seemed unusually calm and collected. Fearing some foul Jovian plot, Shakor's family insisted on DNA tests; they confirmed his identity. Shakor himself has remained silent about his time with the Jovians. He assumed a political position with the Republic and soon resumed his fight for freeing Minmatars still enslaved by the Amarrians, with the difference that his arsenal now consists of sharp words and political machinations instead of a fleet of spaceships. Just as his ancestors defied the Amarr rule all those years ago, Malaetu Shakor continues to this day defying the Amarrians at every opportunity in the halls of diplomacy all over the world of EVE.

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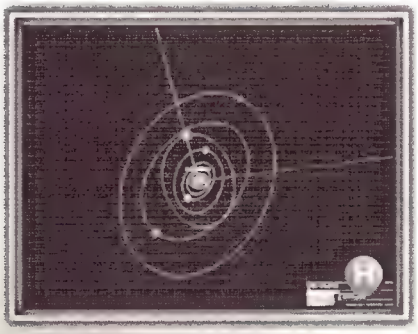
Region: Molden Heath

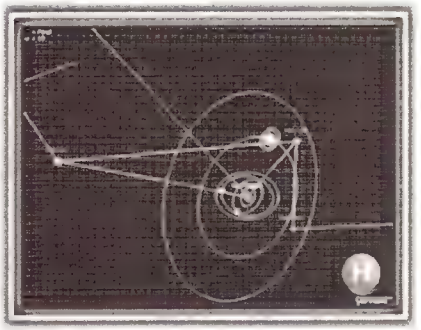
CONSTELLATION: ELFRARD

System: Egbinger



System: Aeditide

System: Hegfunden



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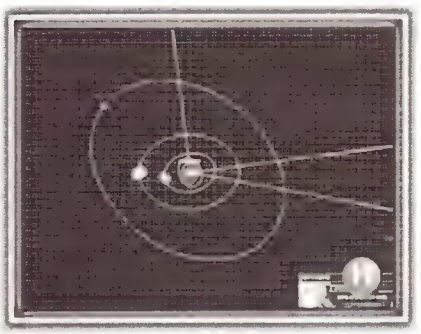

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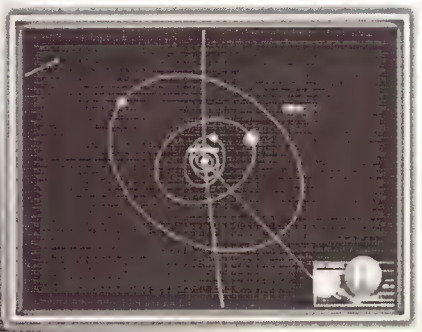

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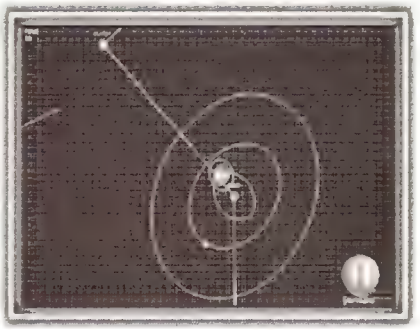

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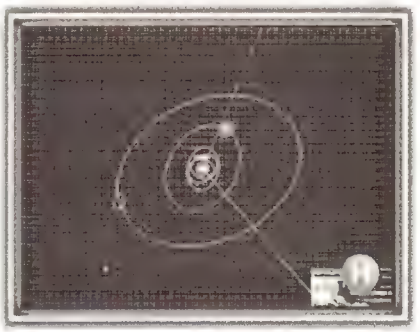

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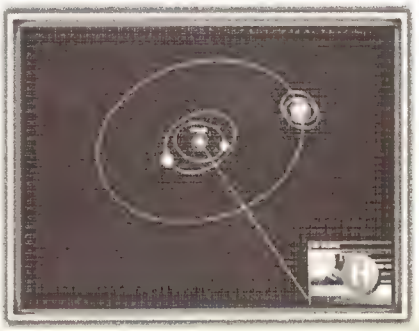
System: Ennur



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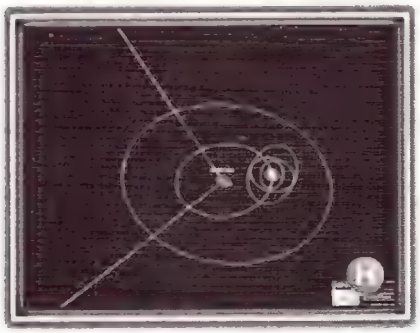

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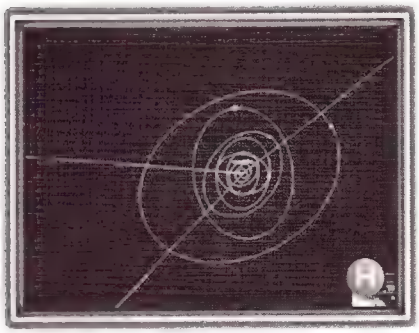

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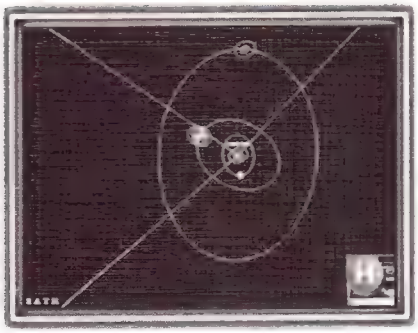

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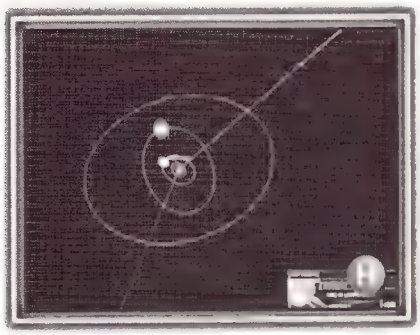

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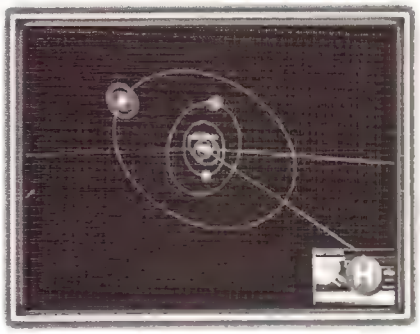

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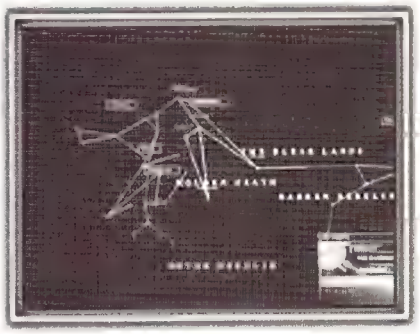

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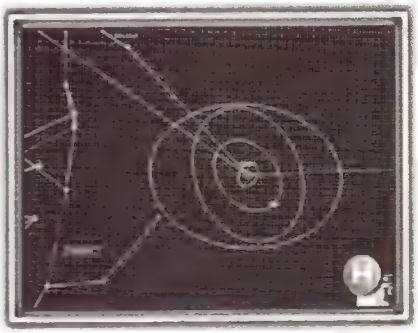

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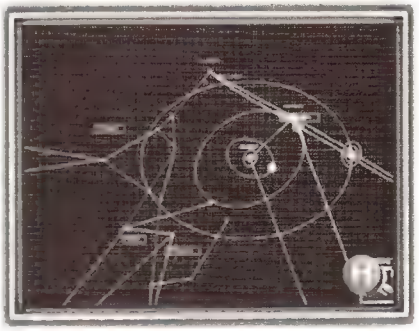
System: Eldulf



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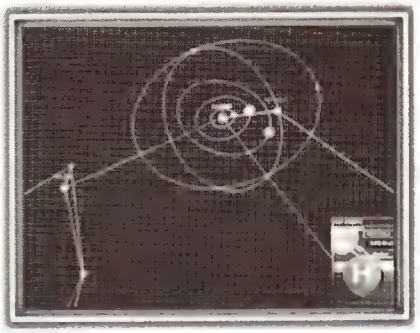
System: Illamur



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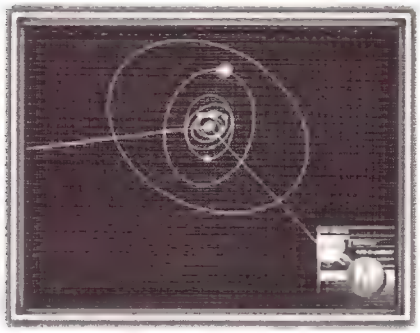

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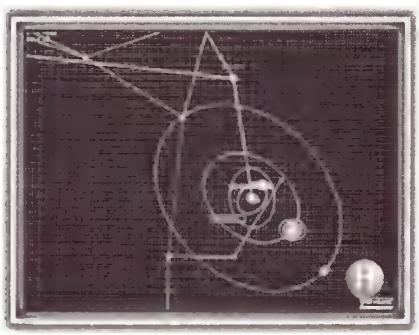

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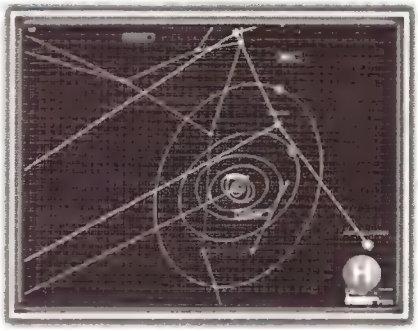

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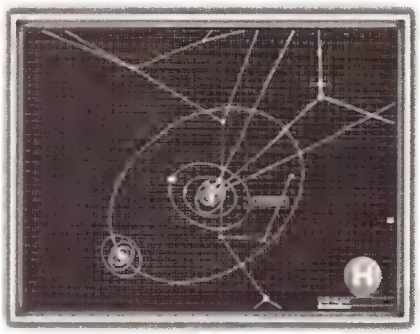

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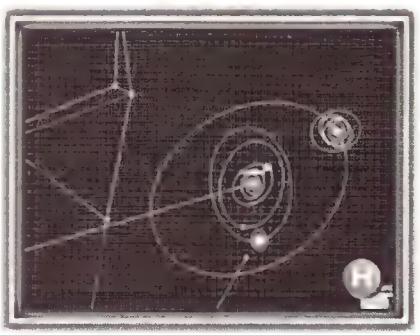

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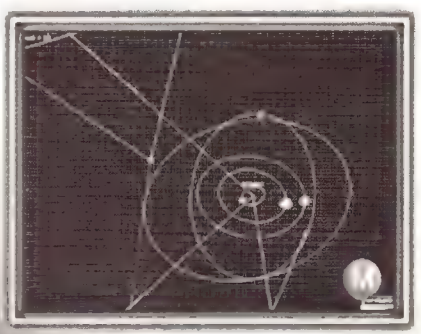

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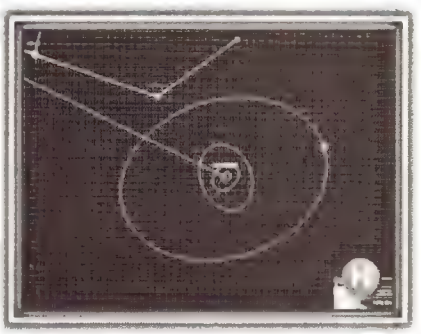
CONSTELLATION: TARTATVEN

System: Muttokon



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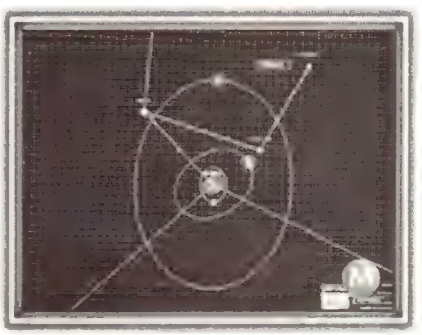

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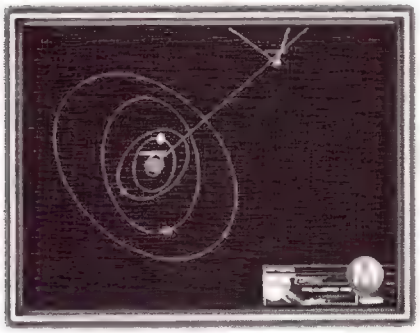

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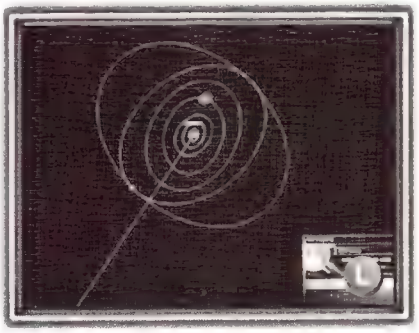

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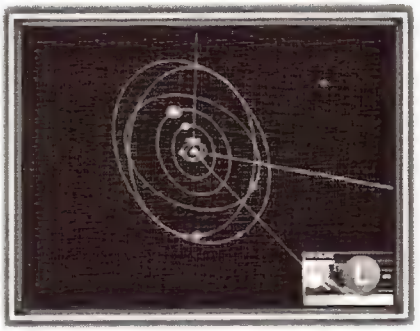

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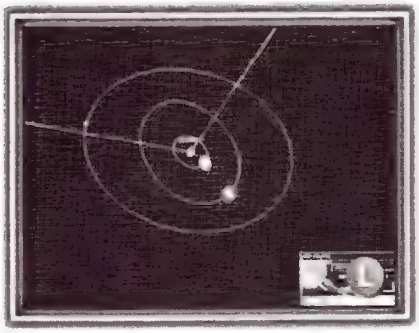

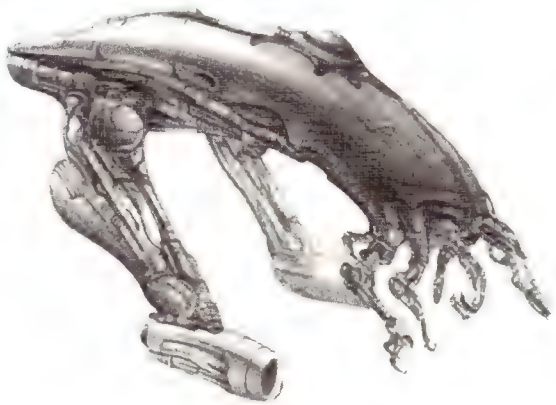

Rogue Drones

The huge asteroid tumbled majestically through the void, dwarfing its nearby asteroid brethren, some of which themselves measured hundreds of meters in diameter. Gabri Cichan had been working his way toward the behemoth for the better part of an hour now. He had even given the huge asteroid a girl's name—Theriese—as was his habit with asteroids he hoped would make his dreams come true and fill his pockets with cash. His cargo hold was half-full of minerals by now, and Cichan hoped to fill it completely by mining Theriese, preferably with some rarities.

Approaching it was not easy. Lesser asteroids seemed to swarm around it in great clusters, making it tricky to navigate through the maze of rock. Cichan kept his mining drones occupied on nearby asteroids while maneuvering closer to the big one. As soon as he was in range, he sent some of them up ahead to start digging into Theriese. Getting closer, Cichan noticed other drones mingling with his own. Thinking another miner was in the vicinity, he started scanning his radar, but detected no ships, just those few extra drones and the asteroids rolling around his ship. Continuing his approach, Cichan squeezed between a couple of asteroids that formed a gateway to his objective.

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Rogue Drones (continued)

Finally entering the empty space around Theriese, Cichan was quickly unnerved by the sight that greeted him in the asylum beneath Theriese's shadow.

Clinging to the inner sides of the two gateway asteroids were sprawling rogue drone lairs, hundreds of meters of dark metallic and menacing abodes buried deep into the rock and housing hundreds of wild drones. Cichan had heard of these monstrosities, but never one so big as the one he was viewing now. The lair was not only cleverly hidden in every direction from prying eyes, it was also superbly located close to the mammoth asteroid that was sure to attract miners from miles away. Cichan noticed the remains of several ships perched by the drone lairs, being systematically taken apart by worker drones and incorporated into the ever-expanding drone complex. Fast-approaching combat drones made Cichan fear his ship would share the same fate all too soon.

In a desperate attempt to escape the attacking drones, Cichan slammed his ship into evasive maneuvers while trying to kick-start the warp drive. His only chance was to outmaneuver the drones until his warp drive would activate.

The bulky combat drones were sluggish in their pursuit of the fleeing vessel, but more nimble assault drones surged ahead and quickly caught up. The assault drones were equipped with energy vampire equipment. Once in range, they set out to disrupt the energy flow in Cichan's ship. The ship's power core could have coped with two or three of these little buggers, but the ship was soon swamped by them and the power supply drained rapidly. By the time the warp drive was online, it was too late: Cichan no longer had the energy available to activate it. Then the combat drones arrived.

Moments later, as Cichan escaped in his capsule, he thought himself lucky to get out alive. His ship and everything in it were lost, now serving as fodder for the growing drone lairs of Theriese. Well, he thought, at least he had an interesting story to tell his friends.

Rogue drones and wild drones are the terms used for advanced drones that mutated out of control. A few years ago, some ingenious Gallentean inventor had the idea of creating super-advanced drones that could think and act on their own. In essence, they act like a regular spaceship, except for being unmanned and computer controlled. The first prototypes were encouraging, but then disaster struck. The drones became unruly, then unmanageable. Some of these were huge. The largest

drones ever constructed were even equipped with warp drives and equipped with the latest advancements in artificial intelligence. These mother drones, as they were called, along with several lesser drones soon managed to spread out, first within the same system as the research facility that birthed them, and then on to other systems. Only later did men discover exactly how they managed to spread: The drones attacked and took over spaceships, then used them to jump to other systems, the drones themselves safely hidden within the ship. Needless to say the super drone research was soon abandoned by the Gallenteans.

The rogue drones soon started behaving very much like living beings. They constructed a home for themselves, usually deep in some remote asteroid field, and began plans for reproduction. This involved both the mining of asteroids and attacks on unsuspecting mining vessels, all with the intent of gathering the materials needed to expand their homes and to build their own drones. As the months passed, drone lairs popped up in dozens of different places. Today they can be found in almost every corner of the world, harassing and killing spacefarers of every sort. Because each drone lair is started by a separate mother drone, they often evolve in quite different ways. Each new generation of rogue drones shows some new mutations, creating a huge diversity in the shape, size, and power of rogue drones.

Recently, a new type of drone lair has appeared, commonly called a hulk lair. When rogue drones capture suitably large vessels, such as large cargo freighters or cruisers, they don't dismantle the ship completely. Instead, they start to incorporate the lair into the ship's hull. Eventually these hulks break free from the drone lair that captured them and start drifting out of the asteroid field, sometimes even under their own accord, the propulsion system still intact. Hulks like these have been found drifting in deep space, far from human settlements, but occasionally they drift near settled planets or through space routes. This can cause severe problems for the populace and spacefarers, often requiring heavy military involvement to destroy.

In areas where rogue drones are numerous and seen as deterrents to normal mining and trade operations, the local authorities have begun employing armed forces to destroy rogue drone lairs, or at least keep them from spreading too heavily. A favored tactic among those hunting rogue drones is to reprogram their AI circuits, effectively taking control of them. However, this tactic is hard to pull off, not to say very dangerous. Discussions have been held between the empires and within the Concord about possible joint efforts to rid the world of rogue drones. These discussions haven't resulted in any concrete deals, so local authorities still must deal with the drones as they see fit.

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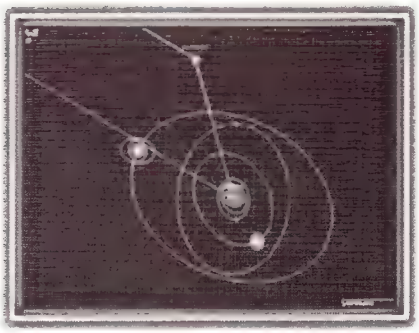
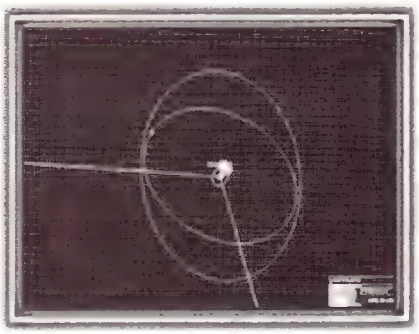
Region: Metropolis



CONSTELLATION: HULF



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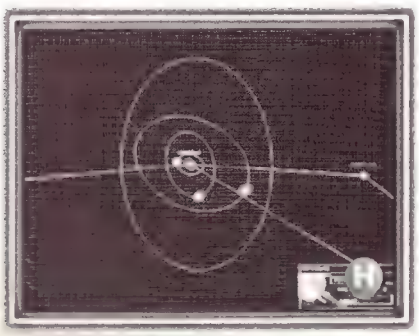

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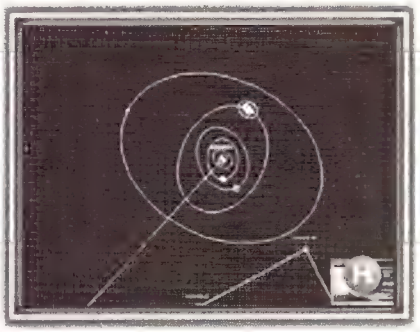

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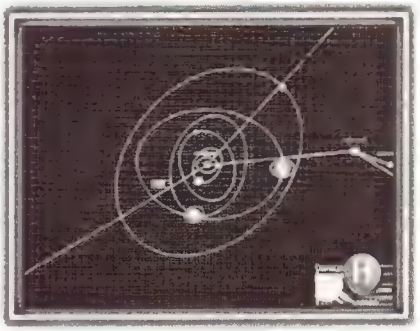

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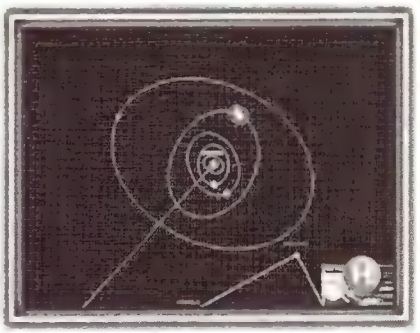

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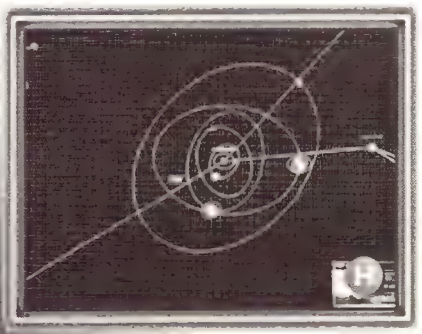

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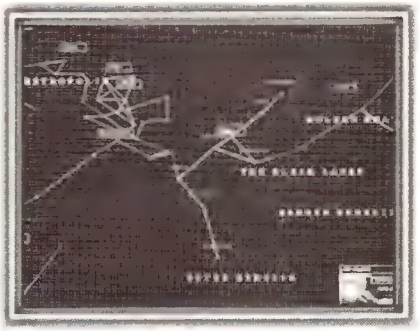

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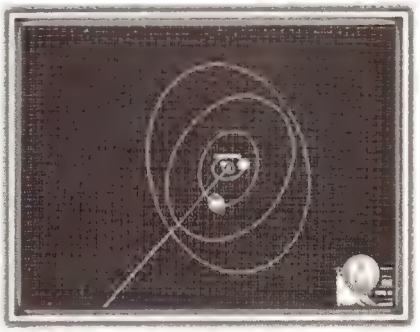

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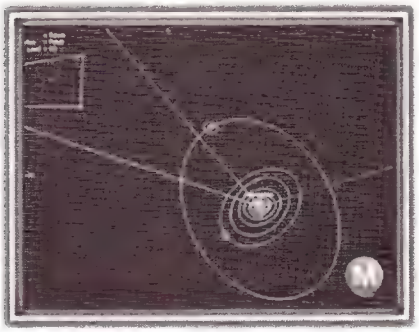

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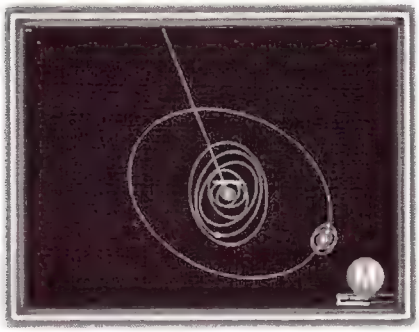

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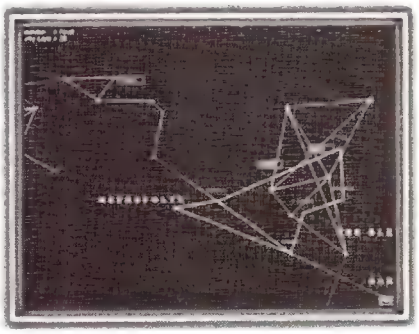

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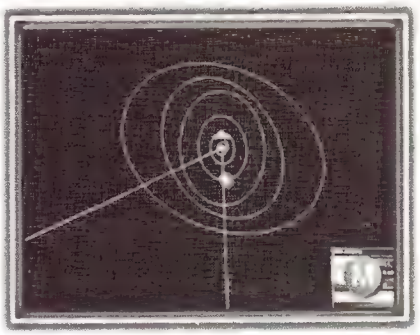

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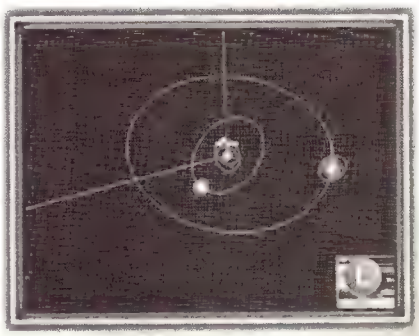

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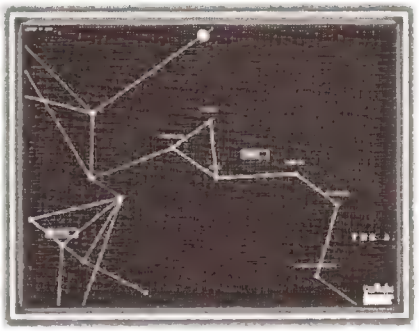

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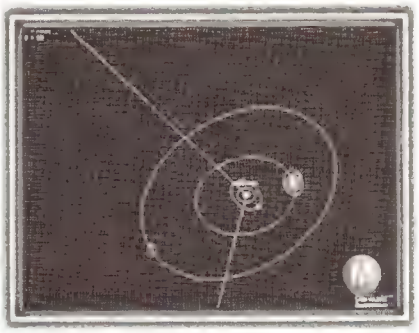

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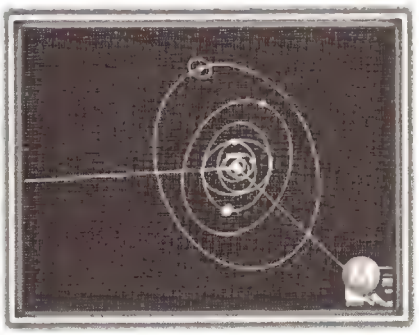

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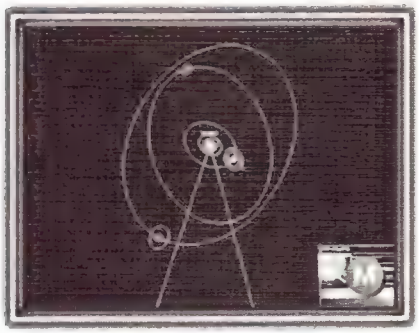

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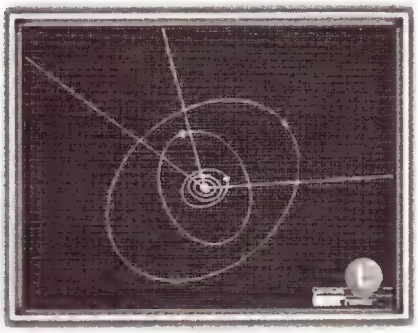

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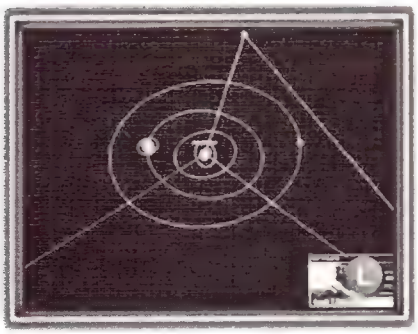

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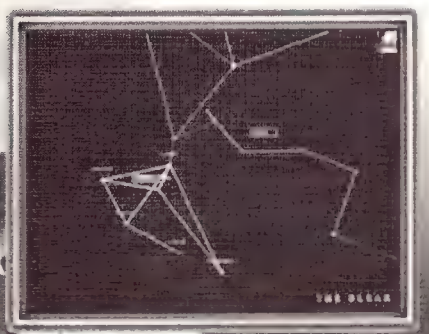

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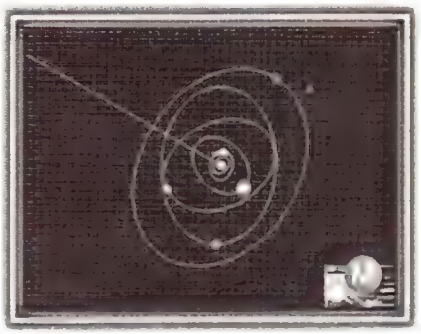

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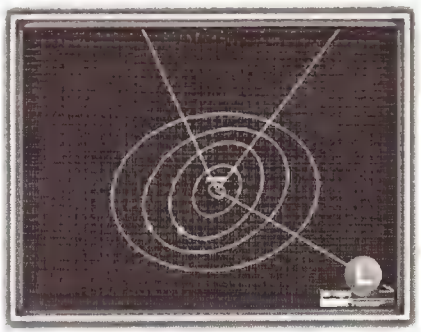

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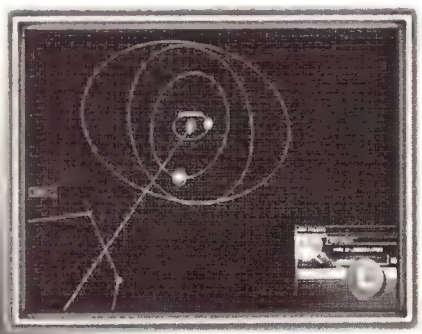

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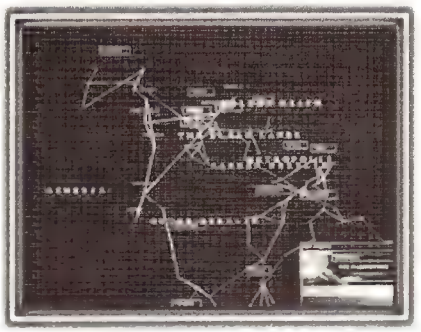

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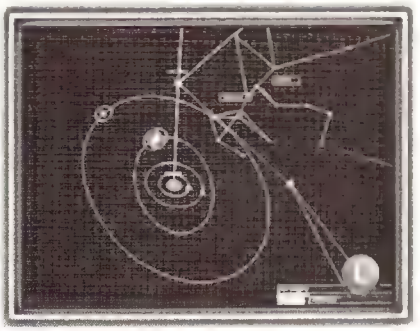

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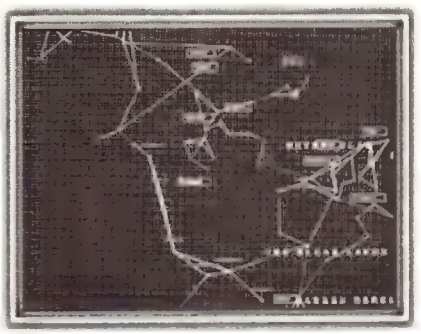

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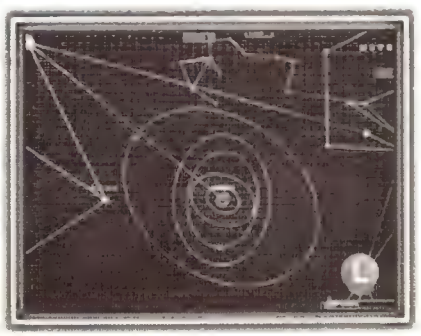

Power Politics

When Souro Foiritan began his five-year tenure as the President of the Gallente Federation, the first thing he did was to expel his main competitors from the Progressive Party, veto laws on food grants to the poor and needy, and then go on a two-day pleasure space cruise in the Rainbow zone, saying he needed a holiday after a hard-fought election campaign. This bizarre behavior has in the past three years become even more colorful, prompting scorn and contempt from Foiritan's political enemies and foreign ambassadors alike. Even more bizarrely, Souro Foiritan is the most popular president in the history of the Federation. Time and again, after Foiritan's latest folly, public polls on his popularity show little or no effects on his immense popularity (85 percent of the latest poll). The reason for this is simple: For all his buffoonery, President Foiritan is a shrewd and intelligent politician. He is charismatic, easygoing, and honest, but at the same time he's a strict disciplinarian who drives himself and his staff hard to better the lives of Gallenteans and promote the Federation. Whatever his political enemies may think of him, they grudgingly admit that President Foiritan is infuriatingly good at his job.

Unlike so many presidents before him, Foiritan is very much his own man. Although he was elected as the candidate of the Progressive Party (and is thus a Progressor), he has deliberately distanced himself from the party in recent years. Ousting his main rivals from the party on the very first day of his presidency was a clear sign that he was not going to be a puppet dancing on strings controlled by the party leaders. His later conduct toward the lobbyist factions has made it very clear that Foiritan is the one in control. Despite all this, Foiritan is very much aware that being the leader of a democratic state—especially one as volatile as the Federation with all its ethnic, religious, and economic differences—is a position built on quicksand. Take one wrong step and you're up to your ears in trouble.

The democracy exercised by the Gallenteans is a very open one. It's common for major issues to go to a public vote instead of being solely decided by the Senate or the president. The lobbyist factions pushed this tactic through a long time ago as a way to use public opinion (which can be much easier to sway by master propagandists than the mind of the president) for important matters. President Foiritan has been able, because of his popularity, to use this forum to push through several tough issues despite Senate opposition. Foiritan knows his people very

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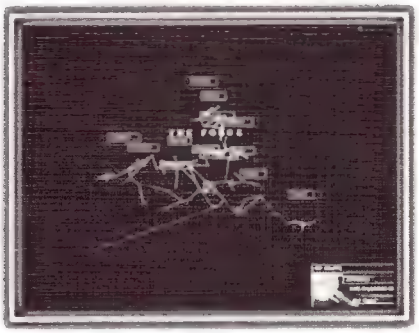
Power Politics (continued)

well. He knows that even if Gallente society can be called a capitalistic one, the capitalism followed by the Gallenteans is fundamentally different than the one found in the Caldari State. For Gallenteans, the accumulation of wealth is something that is done on an individual level, and personal wealth only matters in comparison to the wealth of other individuals. For the Caldari, the economic wheels of the state are controlled by huge corporations, and for corporations competition, efficiency, and market share are more important than accumulation of wealth (although the latter is often a happy by-product of the former). The Gallentean philosophy that "business for the good of the individual rather than the good of the many" is something totally alien to the Caldari. Foiritan understands this very well, and he knows that greasing the palms of a few individuals will appeal more to the Gallenteans than a blanket solution that really doesn't help anyone all that much. In these matters, Foiritan is at odds with the Sociocrats, the second largest political bloc in the Federation. Their leader, Mentas Blaque, is a sworn enemy of Foiritan and uses every opportunity to mock him and his government. The Sociocrats (the name of the party is Social Democrats, Sociocrats is what they're usually called) advocate social equality on all levels and that the federal government should make it its highest priority to aid those in the lower strata of society. Mentas Blaque loathes the individualistic approach of President Foiritan and considers it to be vile favoritism and simply unjust.

The latest dispute regards the legal ownership of planets in unpopulated systems. The President and the Progressors want to hand out ownership on an individual basis, while the Sociocrats consider the planets to be the property of the Federation (as it was federal scout ships that discovered them and federal construction crews that built stargates linking the systems to the Federation). They believe that the Federation should control colonization and development of the planets and allow the whole Federation to reap the rewards. The president is counting on the support of the Unionists (where Minmatar immigrants are very strong), while Mentas Blaque and the Sociocrats are counting on the potentially explosive pressure of the lower classes. The issue is being hotly debated in government halls, and many believe that sooner or later one of the parties will call for a public vote on the matter. Many also believe that this issue, which is also hotly debated on every street corner of the Federation, could shatter the popularity of the president once and for all.

Region: The Forge



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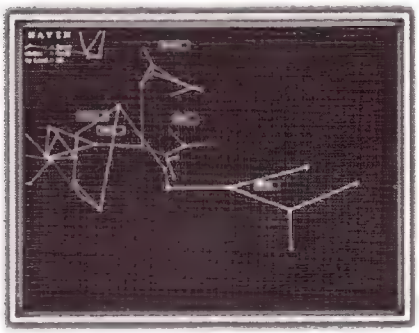

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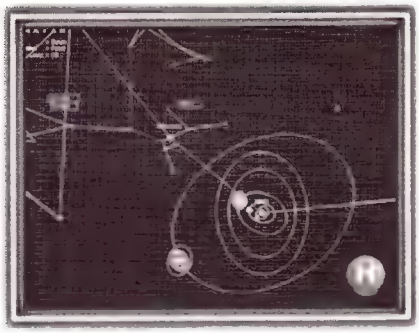

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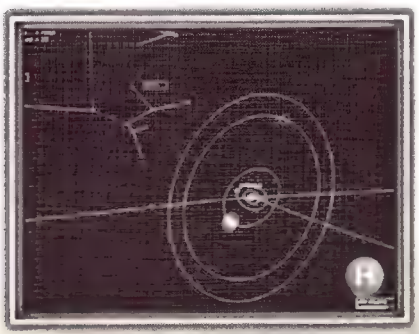

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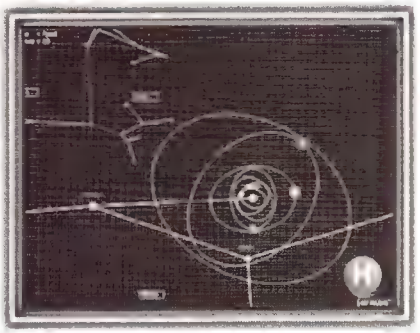

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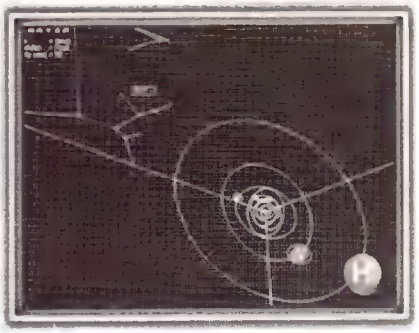

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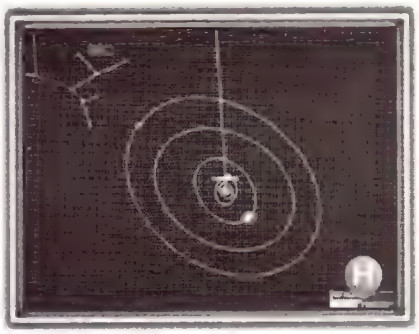

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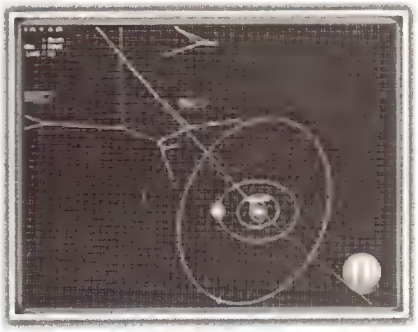

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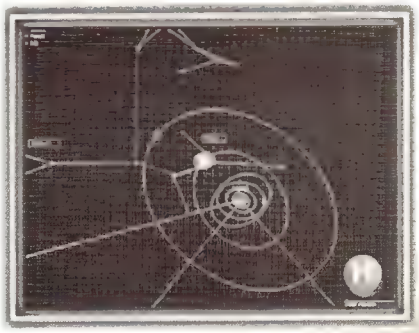

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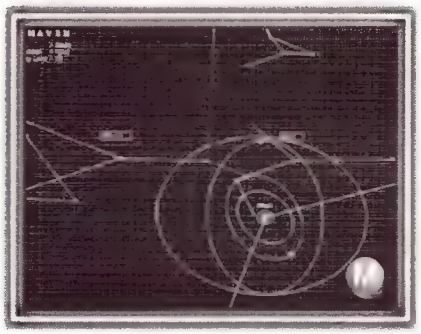

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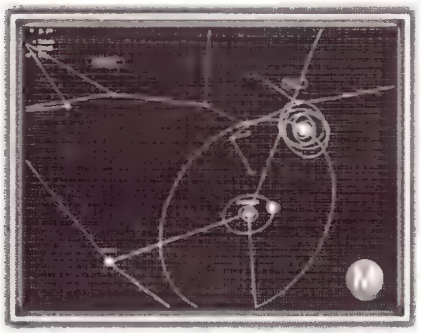

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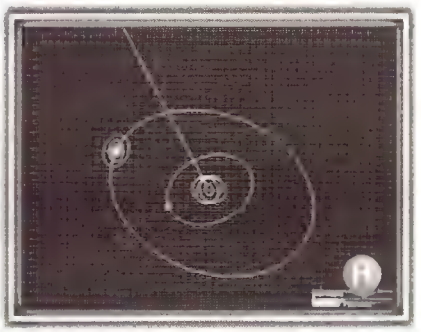

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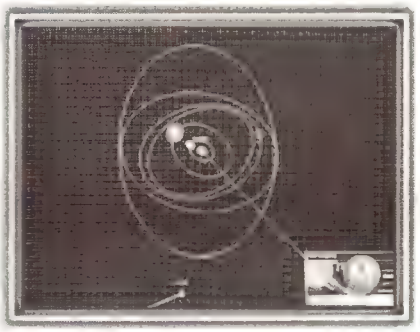

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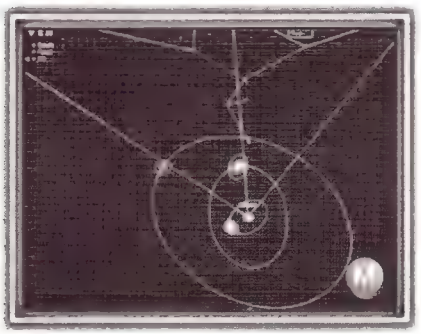

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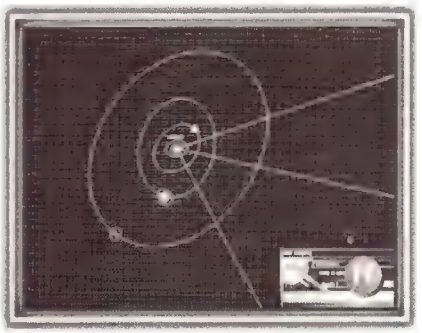

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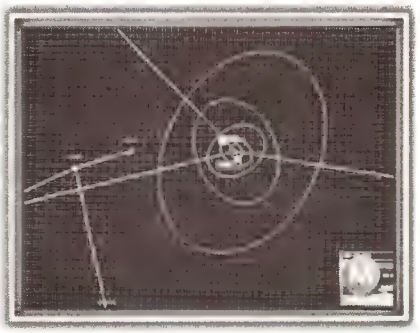

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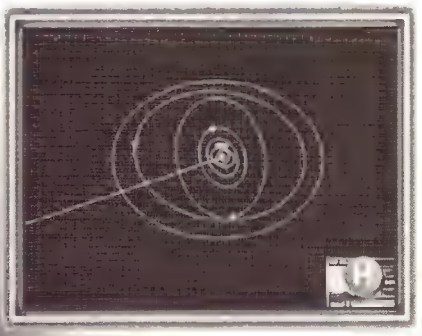

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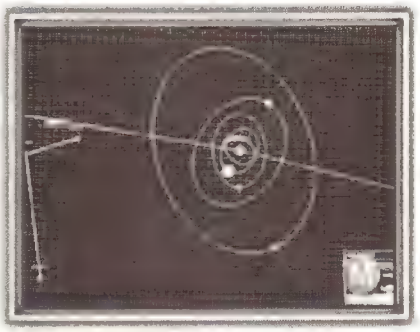

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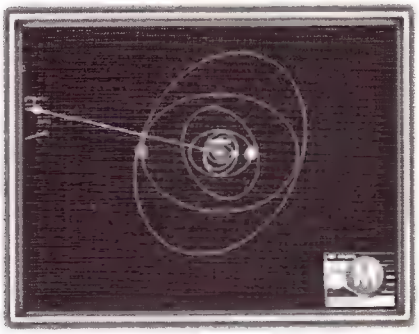

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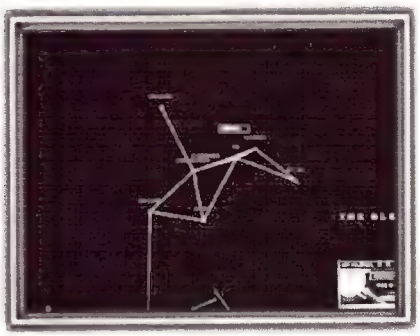

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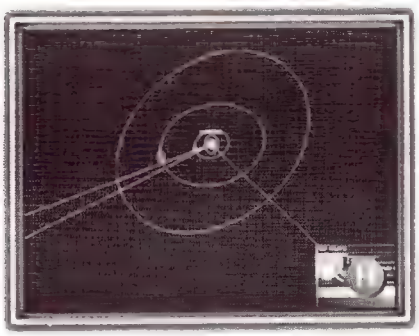

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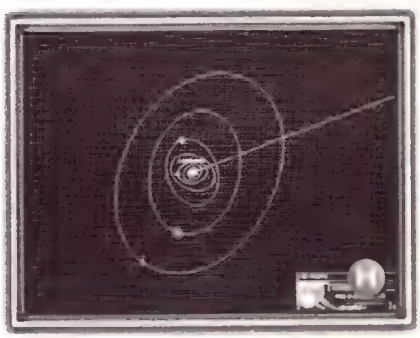

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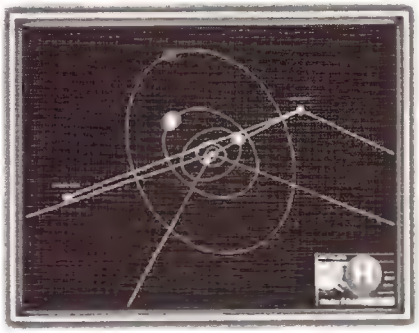

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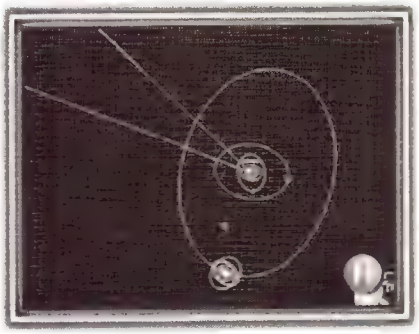

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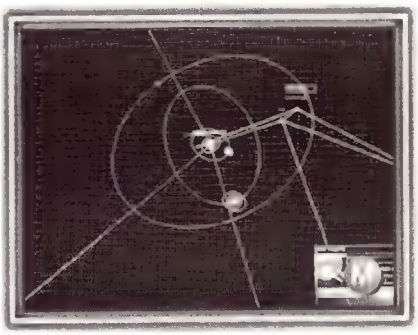

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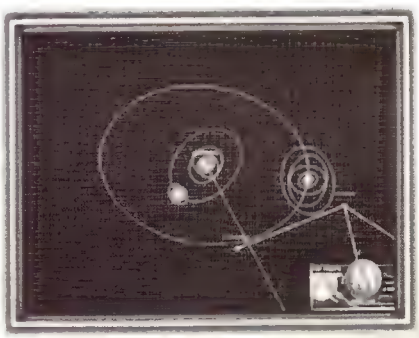

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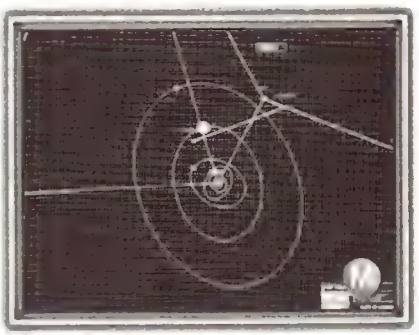

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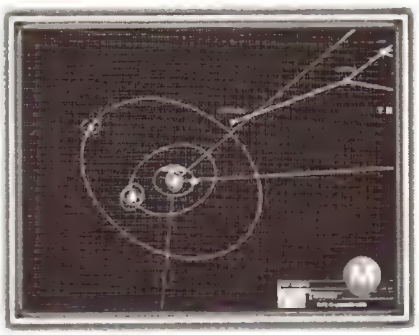

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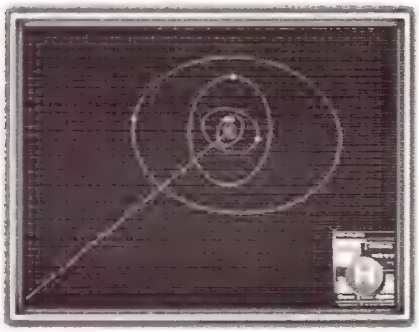

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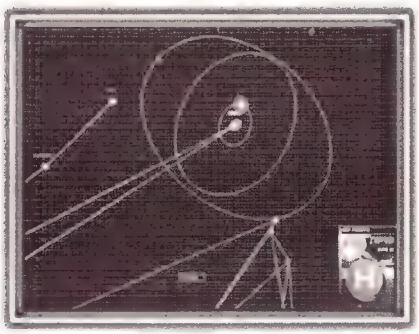

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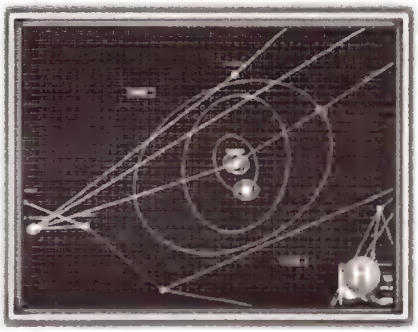

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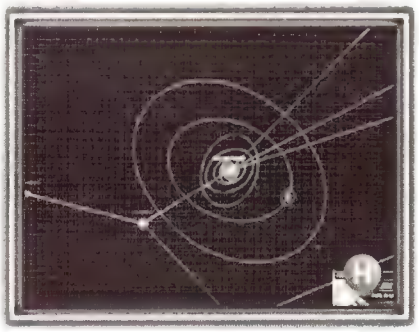

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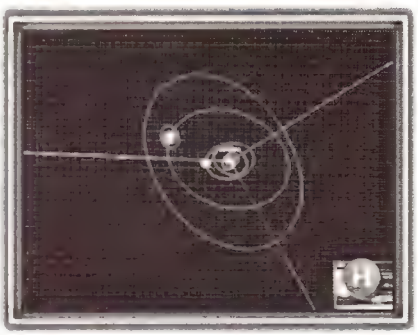

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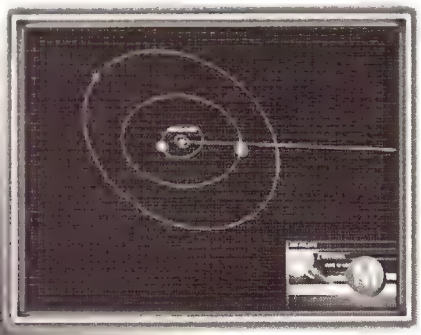

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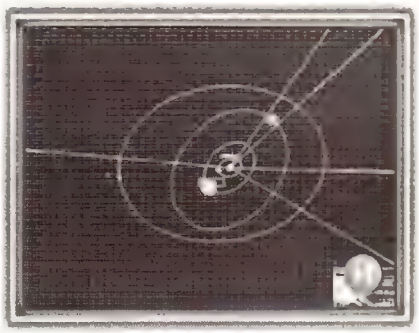

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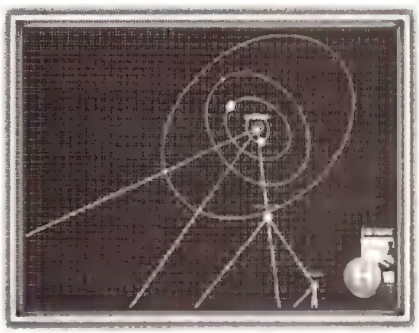

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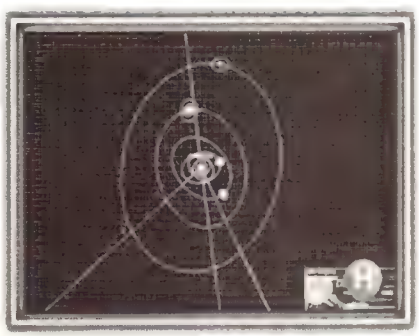

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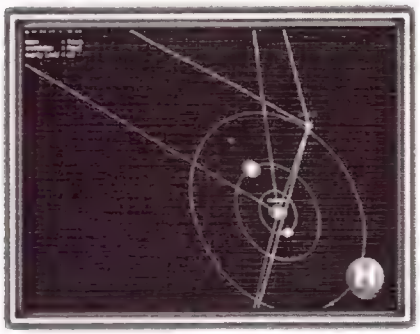

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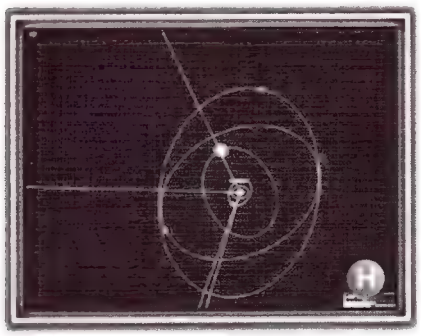

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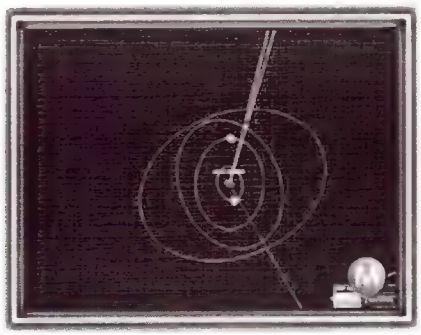

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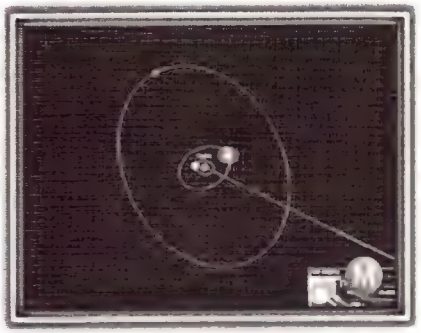

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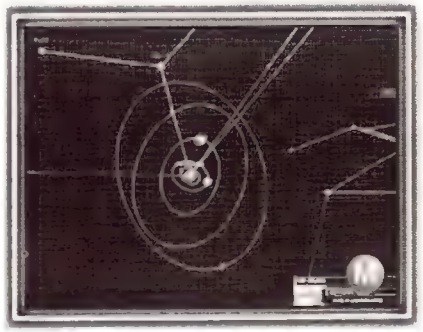

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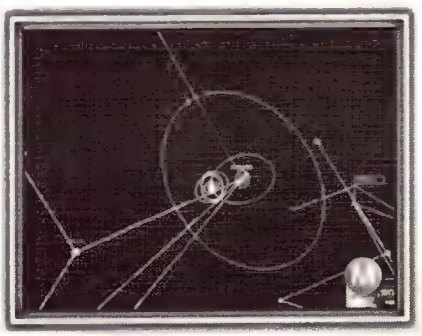

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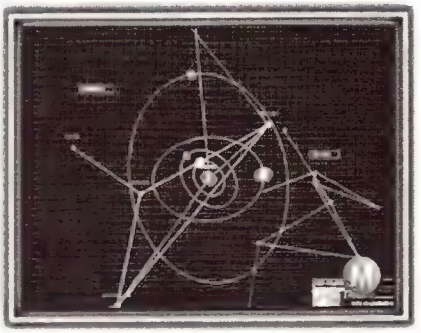

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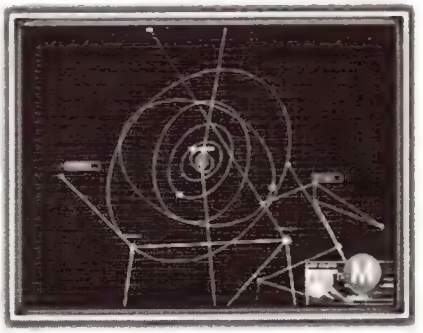

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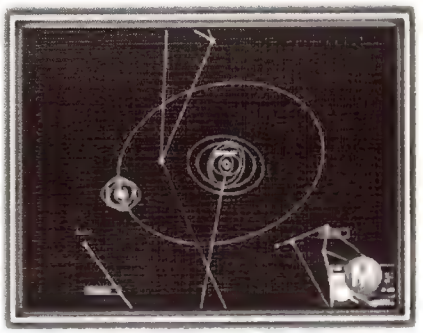

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Mordu's Legion

The Caldari State, with its mega-corporations and millions of smaller companies forming the fabric of society, hasn't always posed as a united front as it does today. Several times since the state broke away from the Gallente Federation, rival factions and companies have clashed, often with deadly intent. Most of the time, the cause of conflict is of an economical nature, but every now and then ideological or political differences are the cause.

One of these incidents was the Waschi Uprising, which took place a few decades ago in the Kamokor system. A few radical Caldari attacked settlements of Intakis in the system and proclaimed that the Caldari State was solely for people of Caldari origin. The Caldari authority, ever fearful that their finely woven social tapestry of corporatism would be torn asunder, sent in their best military units to quell the uprising before it could spread any farther.

The Waschi Uprising did not leave any permanent marks on Caldari society. Still, it did leave one legacy that has carried on to this very day and that is Mordu's Legion. When the Caldari broke from the Gallente Federation, many Intakis who sympathized with their cause were exiled from the Federation. The most militant of those went over to the Caldari and asked to join them in their fight against the Federation. These were all experienced military personnel and thus valuable in the early stages of the war when veterans were few and far between. The Intakis were all put into a separate squadron with a Caldari officer. His name was Muryia Mordu. Mordu was a brilliant young officer and one of the more open-minded Caldari, who generally are extremely xenophobic. He immediately took to the Intakis and they to him. Together they formed one of the more revered fighting units in the Caldari Navy during the war with the Federation.

After the war, the Intakis were offered cheap land and accommodations in Waschi City on the planet of Kamokor IV. For a while the Intakis lived peacefully, slowly becoming part of the Waschi community. Yet the presence of the Intakis caused tension in the city. Some radicals, feeding on the xenophobic tendencies of the Caldari, slowly gained strength. In the end, the radicals gained majority in the city and began seriously harassing the Intakis. When Caldari authorities tried to put an end to this, the uprising started in earnest, with the radicals and their supporters demanding that all foreigners be exported and the borders closed. The Intakis were driven out and, in desperation, they called on their old commander Mordu to help them defend themselves and get back what was rightfully theirs. Mordu, now retired, agreed to assist. The catch was that Mordu and the Intakis were no longer part of the Caldari Navy. Not deterred by this small fact, the group formed an independent mercenary corps to fight the radicals. This was the inception of Mordu's Legion.

The Legion, mostly consisting of old veterans from the war with the Federation and young hotheads eager for action, helped the Caldari Navy to tear the radicals' forces to pieces under the skillful direction of Mordu. The Caldari authorities were impressed by the fighting spirit of the Legion and offered to merge it with the Caldari Navy. Mordu and the other leaders of the Legion declined, deciding rather to focus on the mercenary nature of the Legion.

In the years since the uprising, Mordu's Legion has grown in stature. Today it is the largest and most famous mercenary corps in the world of EVE. The Legion has always had close ties with the Caldari State, and the two assist each other on many issues. At first, the Legion accepted only citizens of the Caldari State, but today it accepts members from any race, as long as they aren't known enemies of the Caldari State. Still, the majority of the members are of Caldari origin and the leaders are all Caldari. The Legion does not train its members, so they are expected to be experienced fighters before they apply for membership in the Legion. Members of the Legion get access to high-tech Caldari military equipment, even prototype weapons to test out, and are guaranteed plenty of employment if they so wish. Non-Caldari who have served in the Legion for a long time are offered Caldari citizenship at retirement.

The Legion is often employed by governments to settle issues that are not directly under anyone's jurisdiction, especially when fast deployment and swift results are needed. Their reputation as combat experts, as well as fair and honest warriors, has never been tarnished.

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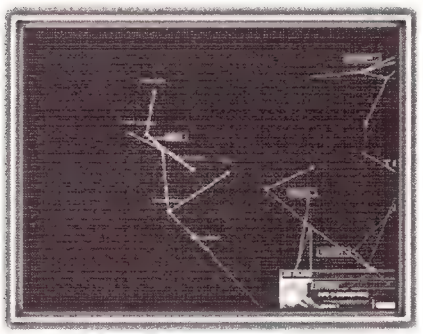
Region: The Citadel

CONSTELLATION: ISOMA



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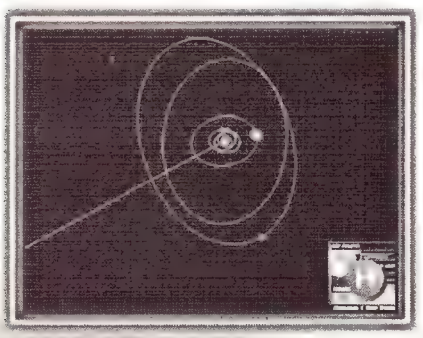

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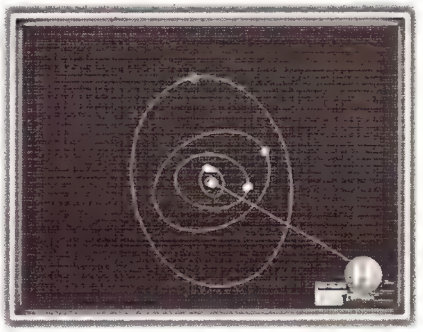

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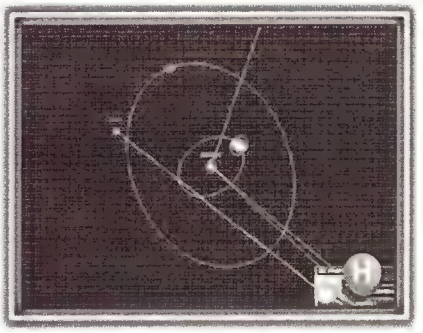

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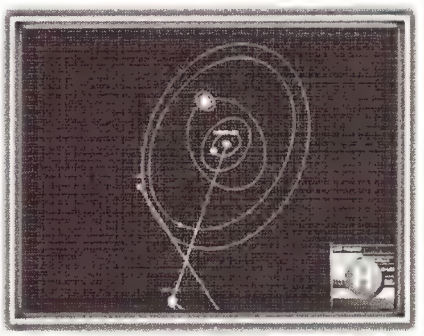

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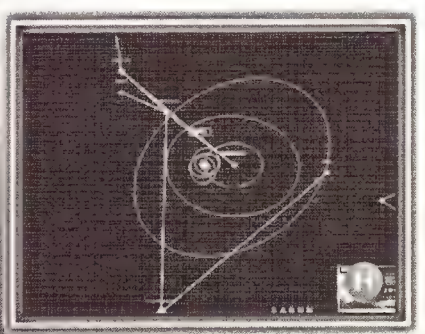

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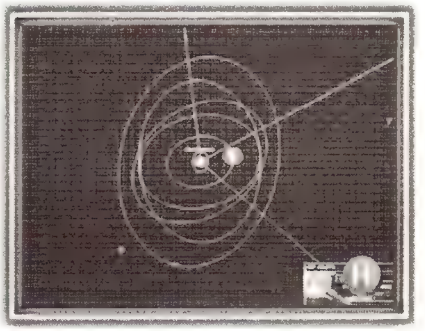

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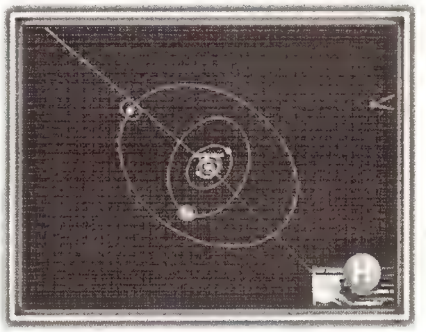

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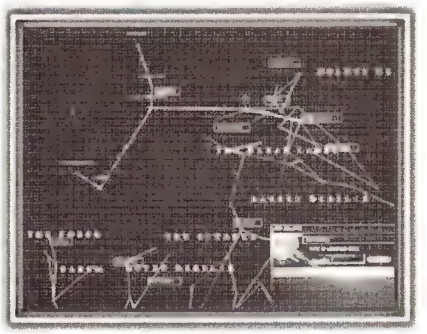

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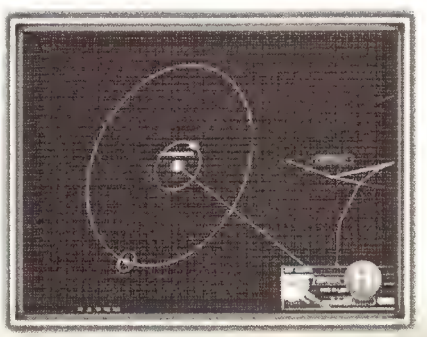

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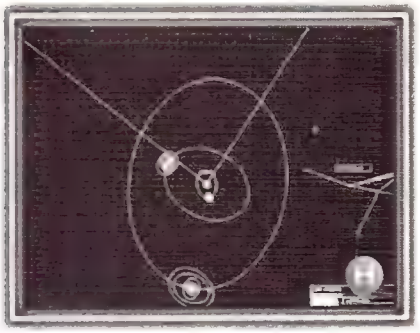

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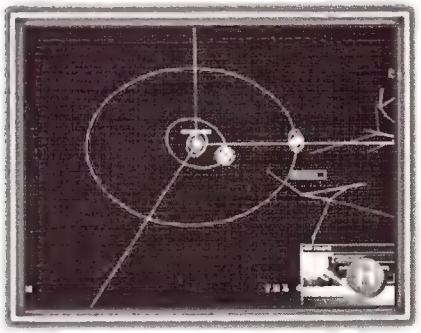

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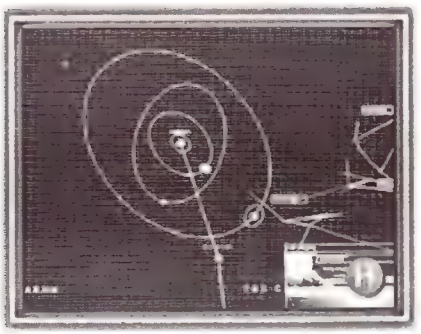

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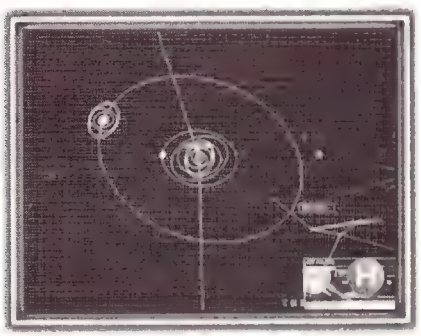

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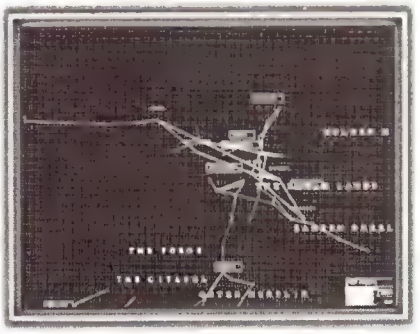

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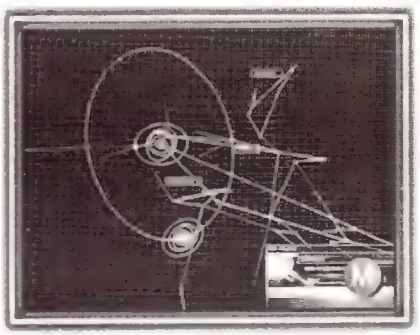

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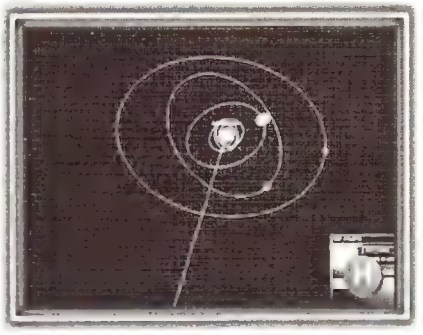

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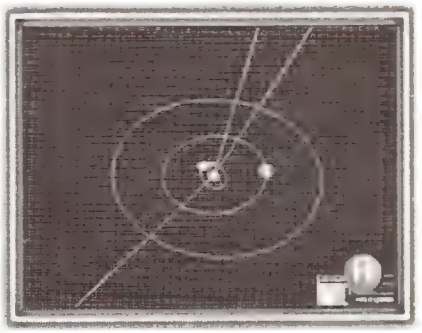

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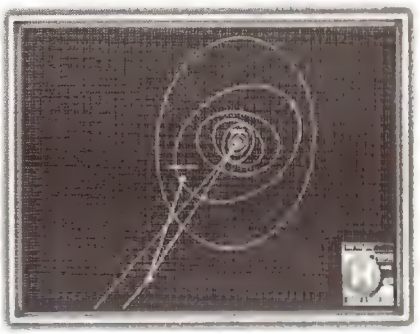

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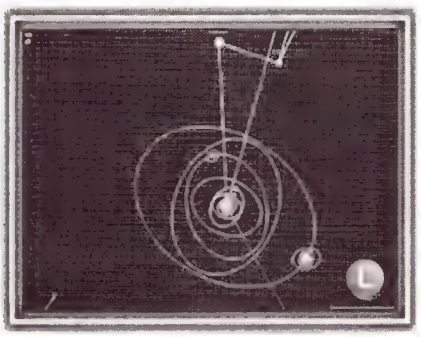
System: Inoue

System: Isaziwa



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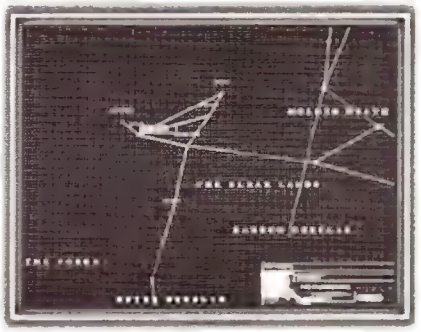

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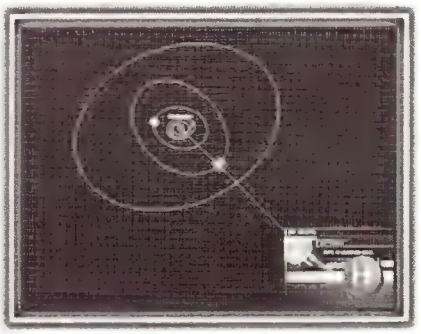

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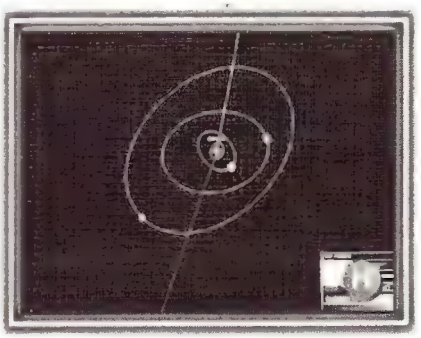

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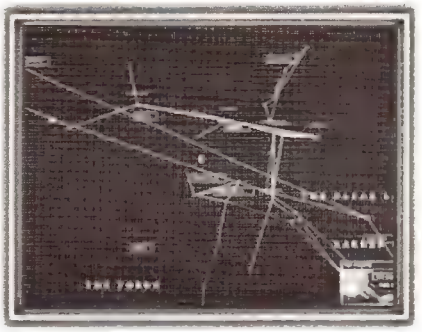
CONSTELLATION: AREKIN



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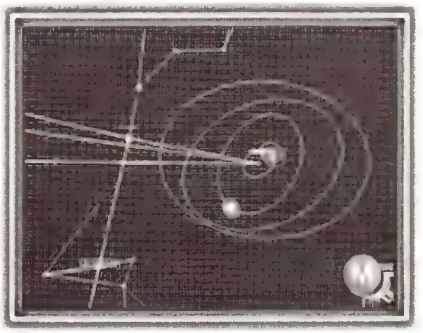

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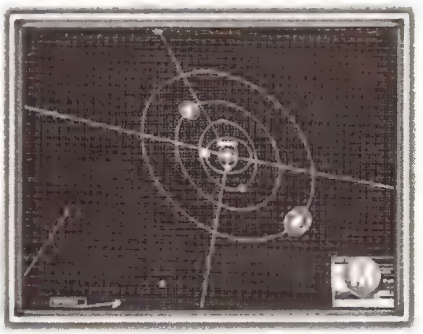

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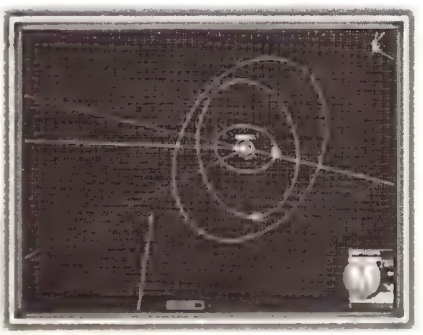

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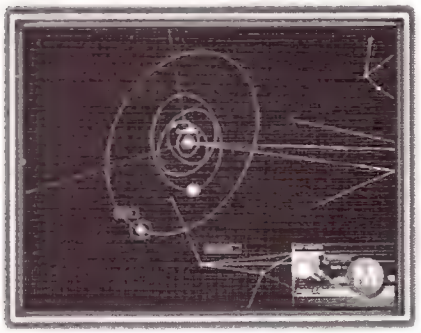

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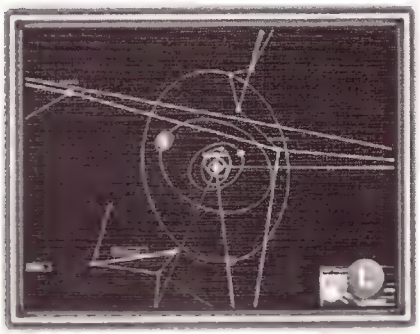

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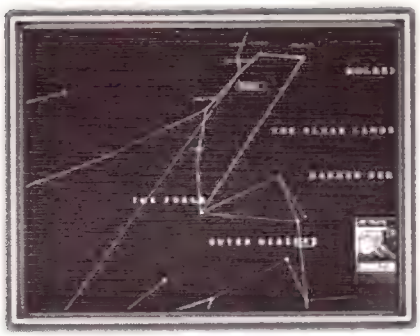

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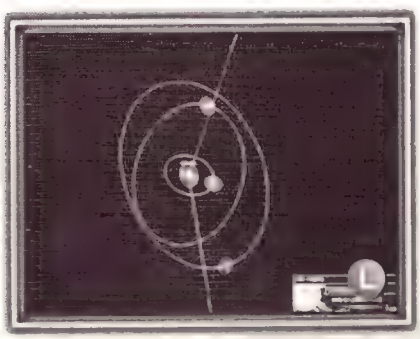

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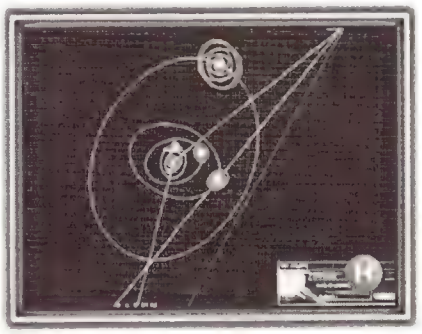
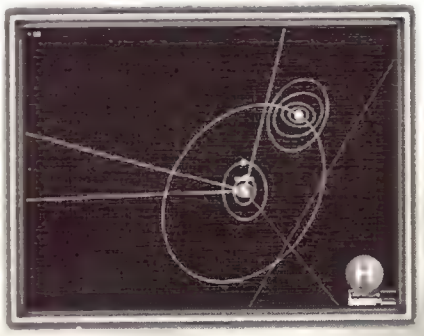
System: Iivinen



System: Yashunen

System: Tennen



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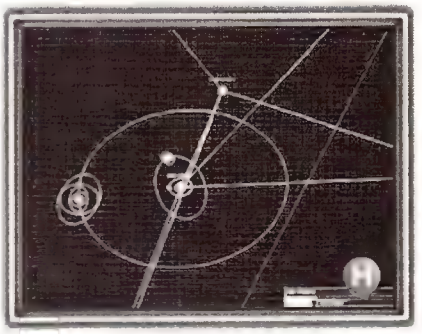

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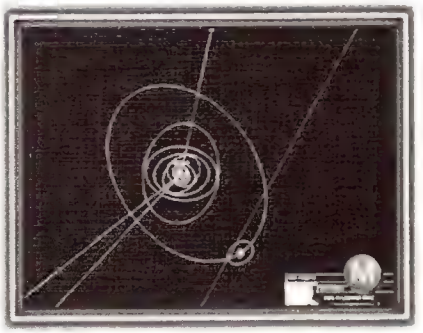

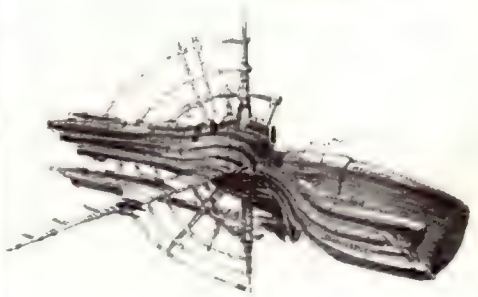

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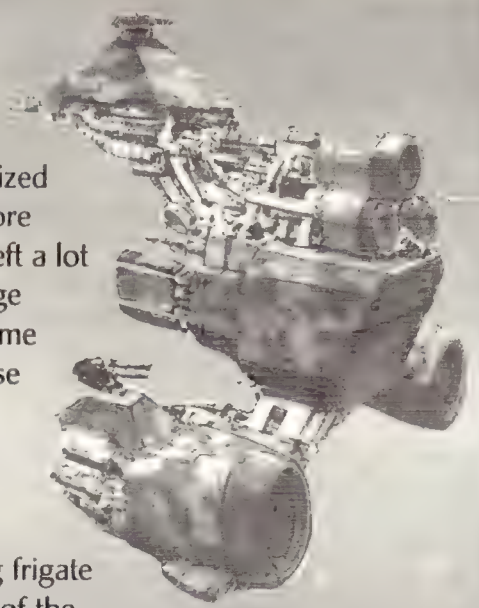
Repairman



The wreckage was still smoking. Isolated fires still nurtured contently in hidden corners, flowing unnaturally in the zero gravity. Case Omnicron scrutinized the debris, focusing briefly on a promising crate or box before moving on. The assailants of the large cargo vessel hadn't left a lot behind. Normally, Case wouldn't stoop so low as to scavenge destroyed ships for scraps, but he made an exception this time because the cargo vessel was essentially a fresh carcass. Case had witnessed from afar the fierce battle between the cargo ship and the two frigates attacking it. The cargo ship put up a surprising amount of resistance, maiming one of the heavily armed frigates before going down itself, hinting at lucrative cargo on board. Case had waited for the remaining frigate to finish rummaging through the wreckage, as the capsules of the destroyed vessels made their way to the nearest station. The reunion of the downed pirate with the crew of the cargo vessel on the station would undoubtedly be quite colorful.

Fifteen minutes later, Case set his course away from the wreckage, his azure-colored ship streaking away from the smatter of asteroids that encircled the battle scene. He didn't want to spend too much time snooping around in case the pirates or the cargo vessel crew returned. Besides, he had just snatched a cargo container full of valuable trade goods and had no intention of getting caught with it. Case considered himself a lucky man. Ever since he first set out as the sole captain of a small space frigate some six months earlier, it seemed like fortune had smiled upon him. He seemed to have an uncanny ability for being at the right place at the right time, without ever being able to explain this "gift." Yet he always had a nagging feeling that he was somehow wasting his time, that he was meant to be doing something far greater and nobler. But he was never able to grasp what this elusive thing was. As Case aligned his ship

toward the nearest stargate, this feeling of loss, of being the missing link in some grand interstellar puzzle devised by an unseen but all-knowing being, haunted his thoughts once again. As he was about to activate the warp drive, his mind went blank and his unconscious body slumped inside the ship's capsule.

The two tiny ships approached Case's blue vessel at a leisurely pace. Their hulls, had they been visible, would appear to be a multicolored swirl, like an oil spill. The ships glided silently to either side of the larger frigate, complex arrays of sensors prying apart every detail about the man and the machine they were focusing on. A quiet conversation between the two captains ensued.

"Is this the man we want?" asked one.

"This is him," the other replied. "I'll start my work."

The first stood guard, while the other worked in silence. His mind subtly instructed the sensors, sending data directly into the mind of the comatose captain within the blue ship. It only took a few minutes.

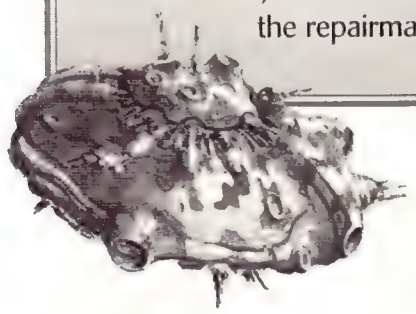
"Is it done?" one asked.

"It is," the other said. "I will awake him now."

The two captains watched as the slightly bewildered Case Omnicron, oblivious to those watching him, finally made his way to the stargate.

"Has the behavioral pattern been aligned correctly?" asked one.

"Yes, he will do much better now," the other answered with pride. Then, the hunter and the repairman activated their own warp drives and started their journey home.



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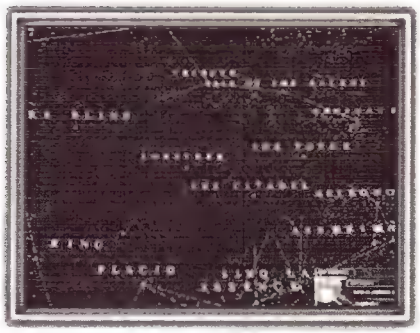
Region: The Lonetrek



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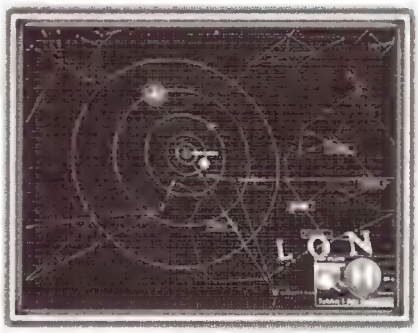
System: Tartoken



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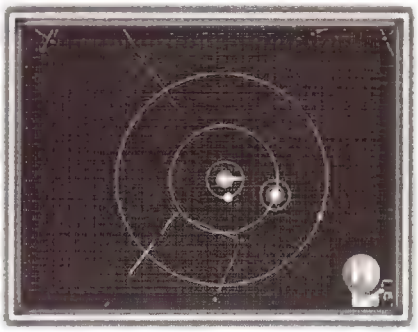

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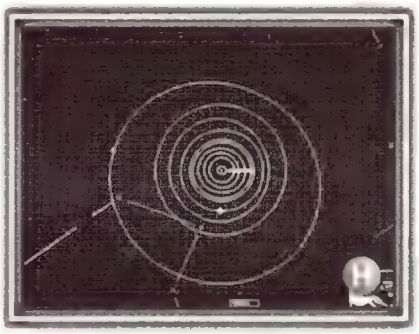
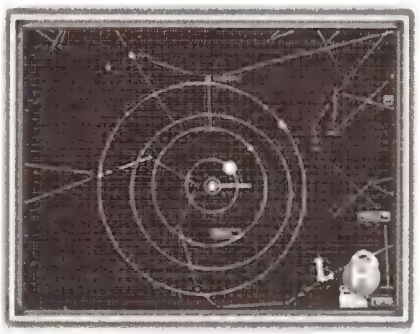


System: Tamo

System: Karjataimon



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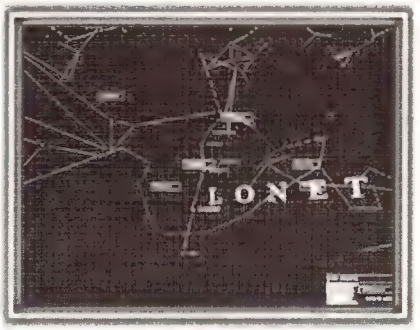

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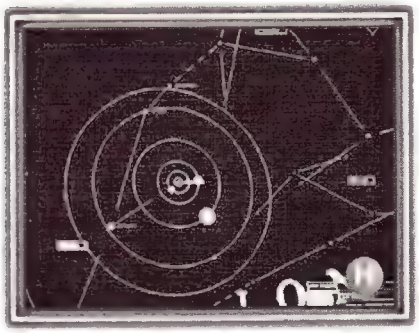
System: Ohbochi

System: Elanoda

System: Oishami



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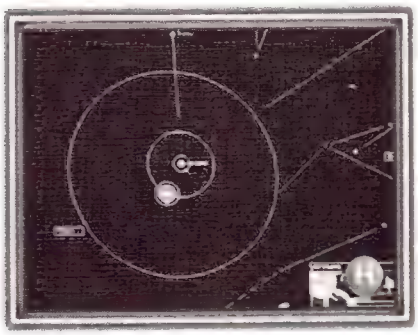

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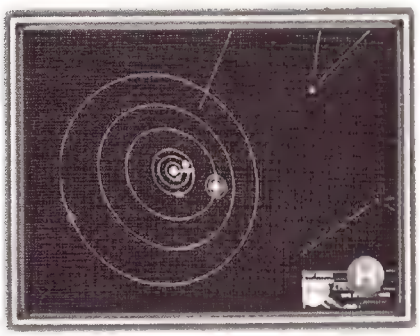

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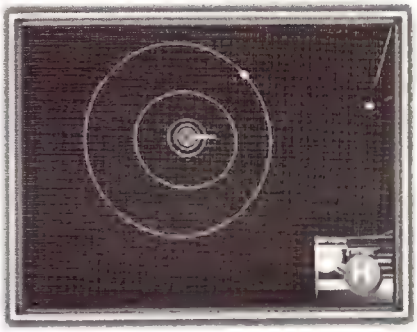
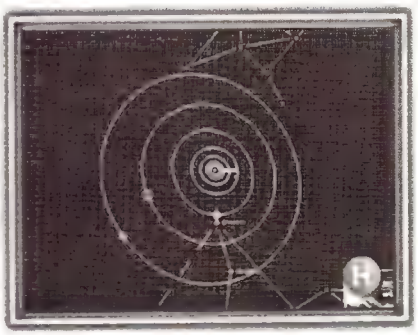


CONSTELLATION: PEITANEN

System: Daras



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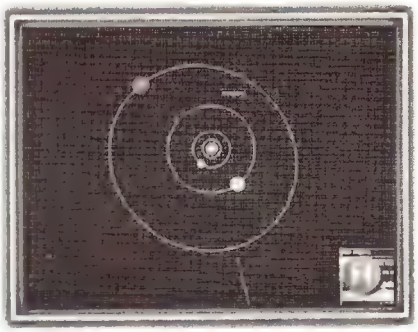
System: Otalieto



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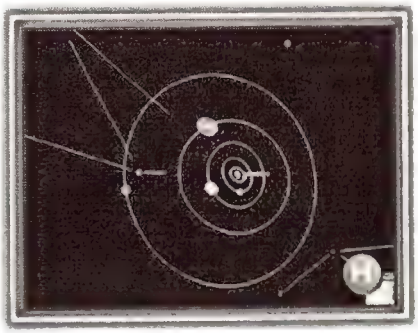
System: Rauntaka



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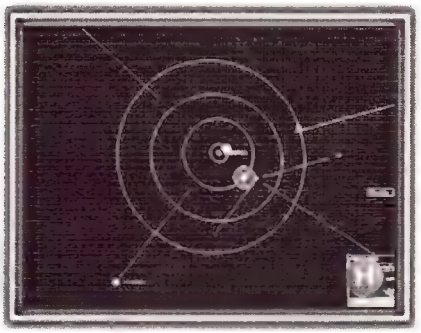
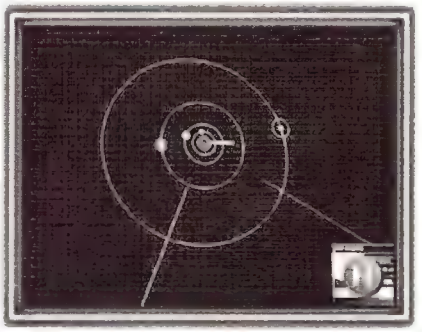
System: Liukikka



System: Aikantoh

CONSTELLATION: ASALOLA

System: Torrinos



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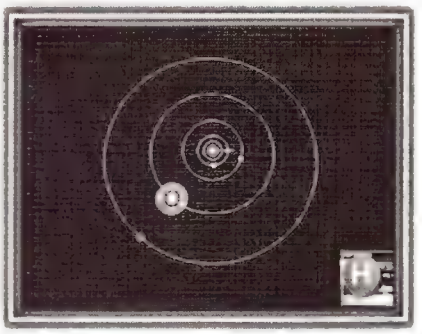

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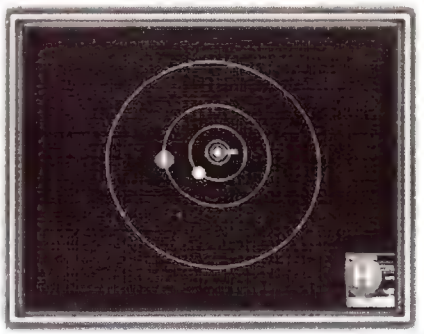
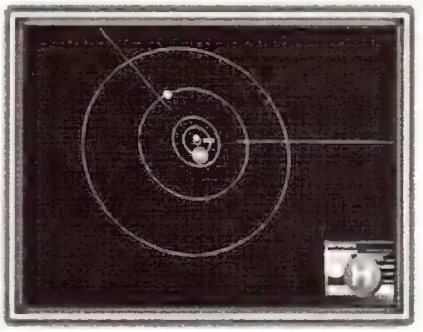


System: Isinokka

System: Oipo



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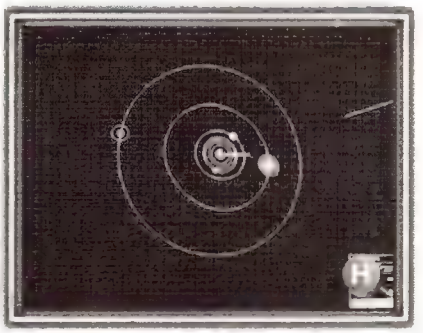
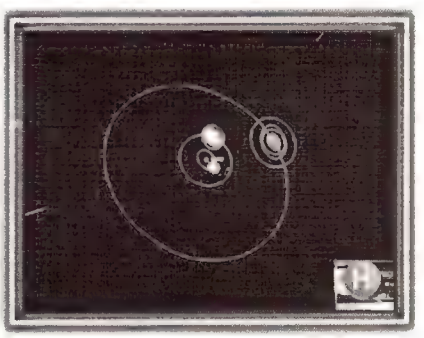


CONSTELLATION: MINNEN

System: Paik



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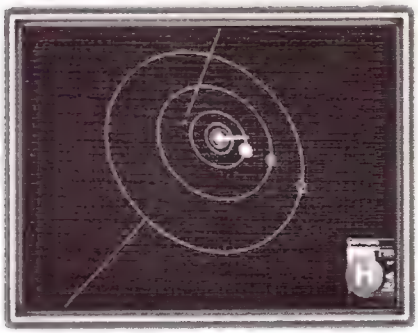

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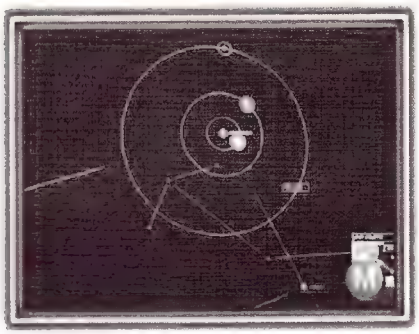

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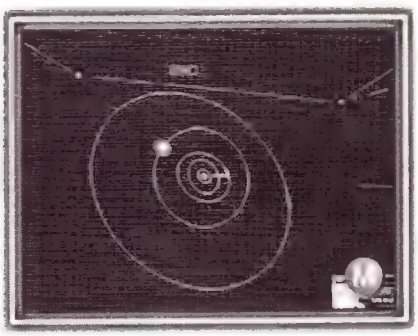
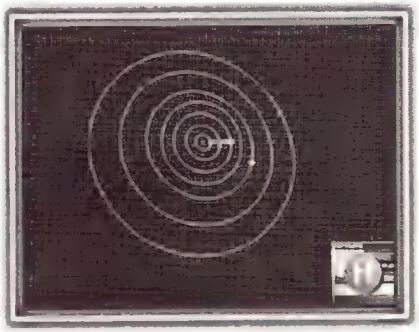


System: Passari

CONSTELLATION: OKUNDA

System: Kiskoken

System: Antiainen



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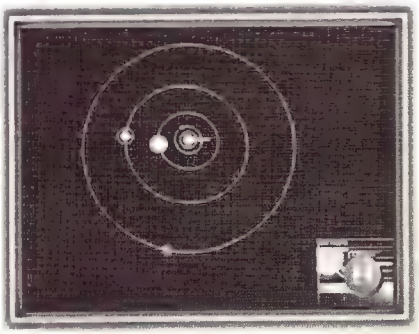

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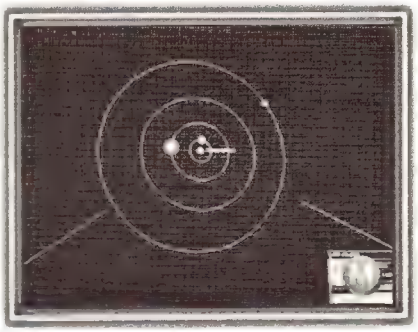

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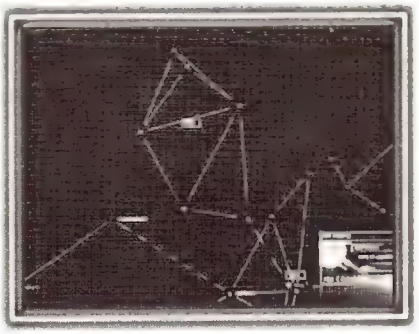

System: Nalvula

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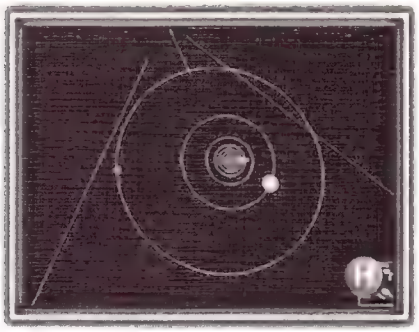
System: Trisy



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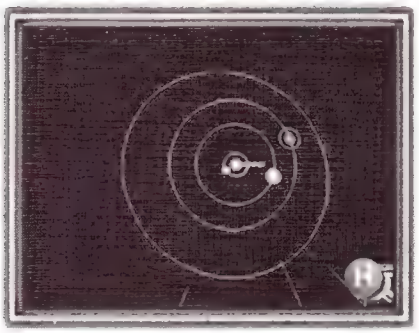

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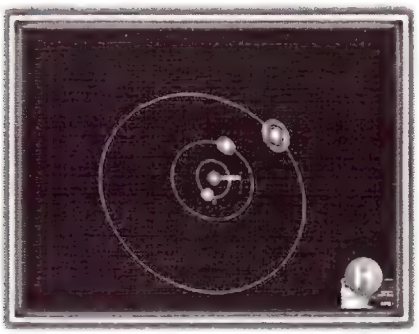

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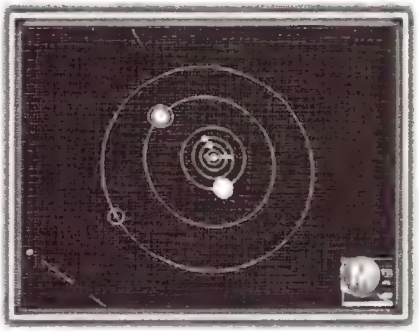

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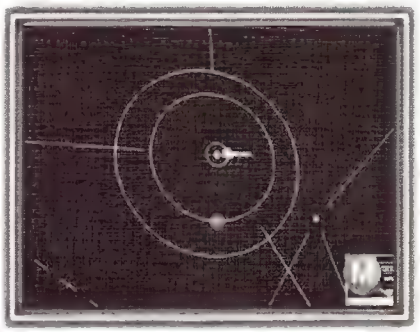

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System: Isseras

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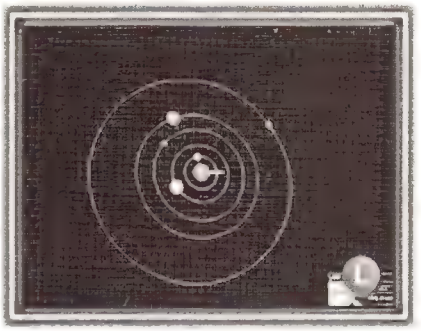

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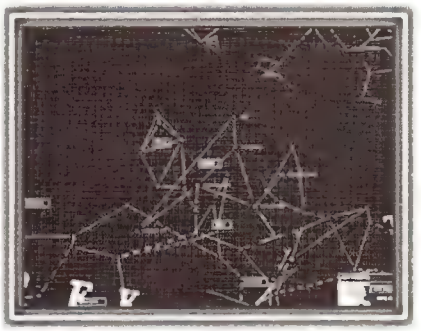

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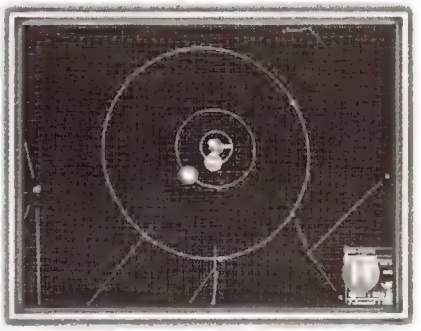

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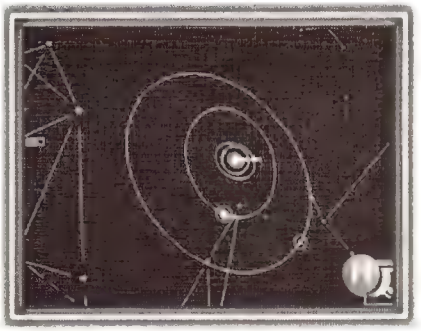

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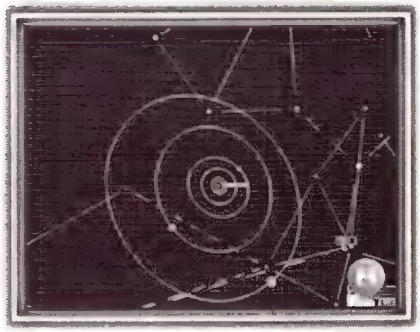

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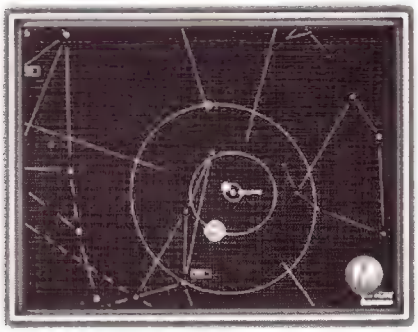

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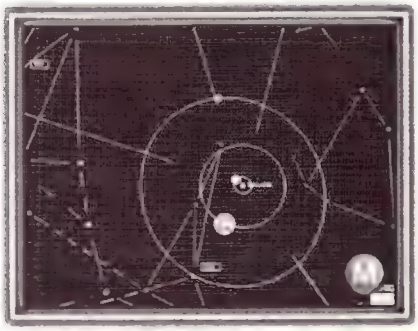

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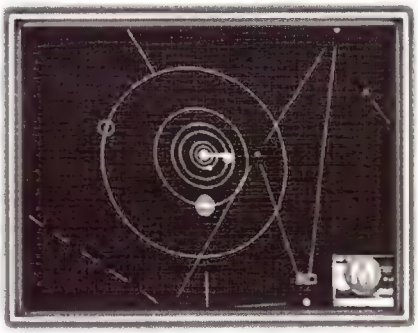

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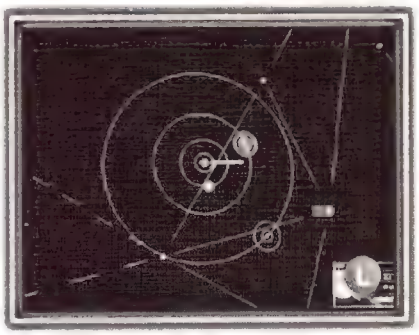

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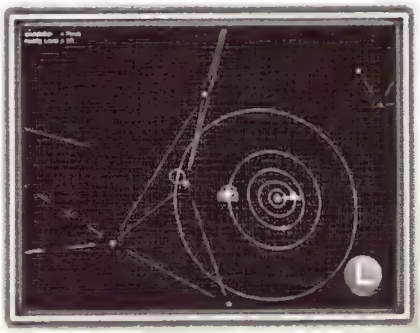

CONSTELLATION: HAURALA

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System: Sortentaira

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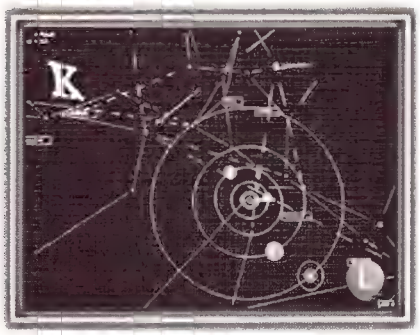
System: Vemisaisen

System: Eaenta



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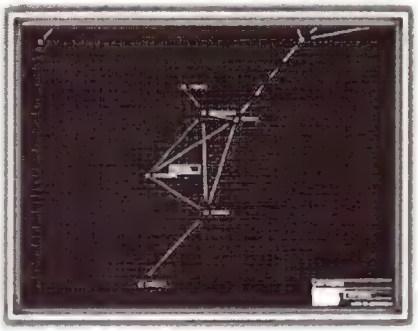

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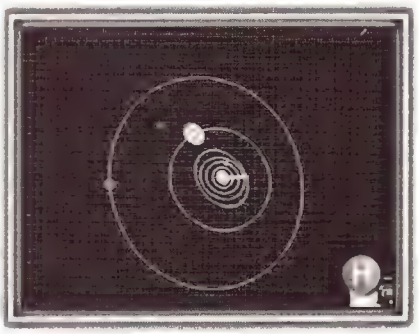

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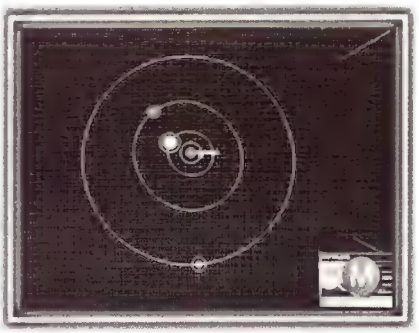

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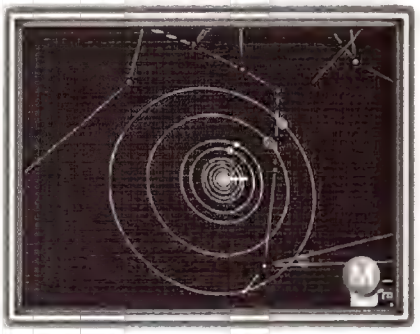

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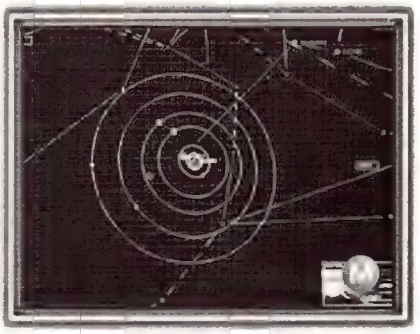

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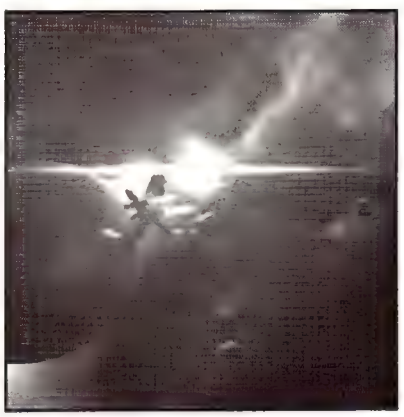


New Horizons

Sometimes Runia Tamarik felt that all she did was travel—constantly touring from one place to another, with as little time as possible spent at each destination before dashing to the next. Not that she could complain too much about her vocation; she was relatively well off and had an easy job. Her years as an inter-stellar trader had given her contacts and information that elevated her way above the basic traders. She was especially proud of her connections with the Caldari, as they were very lucrative for her personally and also for her nation, the Khanid Kingdom. The routes from the kingdom to the state might prove long and hazardous, but the profits more than made up for that.

Today, Runia was especially excited as she was about to meet a Caldari trader she'd never met before. The man was supposed to have good connections to some top-level people in the Caldari corporate structure. If true, this meant Runia might be in for some big bucks. Yet she felt a little trepidation, not because of the high-level contacts the man had, but because he was Deteis. This was the first time she had done business with one. Until now, her only contacts within the Caldari State were Civire. She was used to their mode of thinking—straightforward, above-board dealings where everything was planned and perfected. She never had any troubles with timetables or broken assurances. Deteis were supposed to be different, more cunning, more underhanded. These, at least were the rumors she had heard. But usually they came from people, Dark Amarrians, who had no first-hand knowledge of the Caldari. Other traders she knew said that although the Deteis were in many ways different, they still shared all the basic Caldari traits with the Civire: duty, discipline, and sincerity.

Runia didn't know much about the history of the Caldari; she knew that Caldari Prime, the old home of the Caldari, had several continents and that the different Caldari bloodlines came from different continents. Back in the days when the Caldari still occupied Caldari Prime, the difference between the bloodlines was profound, not only in physical appearance, but also culturally. Runia suspected that the belief that the Caldari bloodlines were very different from each other stemmed from these facts. But when the Caldari had to leave their home planet and the long and arduous war with the Gallente Federation erupted, the Caldari race as a whole was uprooted and thrown into a melting pot where fighting for their survival was all that mattered. The frantic decades that followed altered the Caldari psyche forever. Traits such as discipline and loyalty came to the forefront and shaped, and continue to shape, Caldari society into something completely new. The corporate state came into being, an all-engulfing machine that

New Horizons (continued)

both nurtured and dominated its citizens. All the different bloodlines, Deteis and Civire the two largest, were affected by these deep-rooted changes and molded to the norm.

The effect was that the Caldari thought of themselves as Caldari first, their corporation came second, and the bloodline they belonged to came in a distant third. None of the mega-corporations were structured around the bloodlines, and they intermingled freely on every social level. Although the bloodlines were proud of their heritage, they didn't feel it was an important aspect of their life. Inter-marriages are not common, but this has more to do with physical differences than anything else.

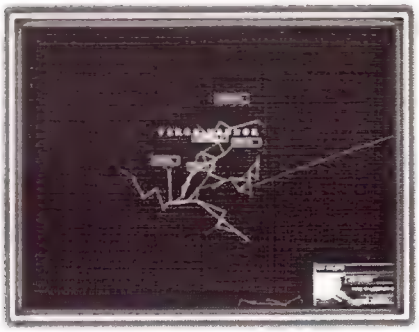
Runia was about to dock at her destination, an industrial station belonging to the Wiyrkomi corporation deep in Caldari space. She waited patiently while the docking sequence finished. As soon as she was able, she contacted her new agent. There was no need to wait, she had already prepared herself many times over on the voyage over.

One hour later, Runia undocked. Her new Deteis agent for the Wiyrkomi corporation had been polite and to the point and had shown no indication of being sly or untrustworthy. In essence, he was pretty much like every other Caldari she had ever met. Yet, there were slight differences. For instance, he had inquired about her home back in the kingdom and had shown genuine interest in all things Dark Amarrian. An inquisitive mind was not something she was accustomed to with the Civire, who were usually dull conversationalists. This feel of more personal interest pleasantly surprised her.

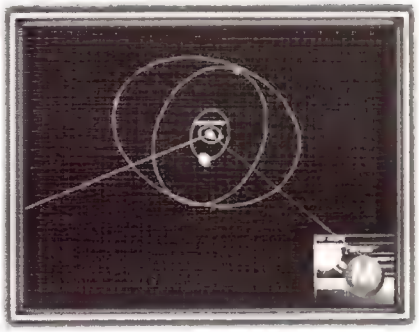
Formalities aside, her new agent quickly established their working relationship. And he gave her a task to complete[EM]a very unusual task from her usual trade-related ones. She was to track down a ship belonging to another Dark Amarrian and report her findings. Runia wondered again why the Caldari were so anxious to track down this ship. She'd been tempted to ask, but refrained. It was none of her business, and the Caldari would have told her if it were important for her to know. The enormous reward further underlined the urgency.

"Now, how to find this bastard?" she mused. "I better have a chat with my buddies in the Royal Navy." As the chat-link connection was being established, she idly wondered how she could get them to help her without giving up too much of her reward.

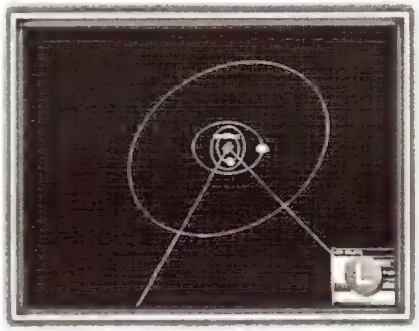
Region: Verge Vendor



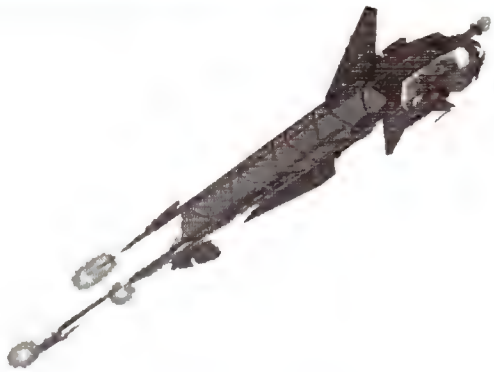
System: Murethand



System: Costolle



CONSTELLATION: WOENCKEE



The Vampire

Worlds, moons, and asteroids slashed by at a terrifying velocity as the bulky Gallente cargo frigate hurtled across the Murethand system, its anxious pilot pushing every last bit of energy into the drives. Every muscle in Uragan Zelp's body tensed in apprehension. The unwieldy Maulus began to rattle violently as it made the transition from smooth warp flight to sub-light speed. He realigned his cam-drones to peer behind his ship, panning frantically to and fro, wondering just how far behind him his pursuers were. Nothing.

He had some breathing room at least, he thought. Spending the last two hours playing cat-and-mouse around Murethand's many moons and belts meant that the three Caldari raiders waiting for him at the entry point were likely still searching. He pulled up a com-link to the home base.

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THE VAMPIRE (continued)

The face of Director Nestor Makhno appeared on a screen in his mind, painted with annoyance. "You're an hour behind schedule, Zelp, and we've been trying to contact you for twice that. The client is waiting," Nestor half-whispered while tilting his own screen slightly.

"There's been a little problem," spat Uragan, the exasperation in his voice speaking volumes of his emotional state. "I picked up three tails, I think we both know what they're after. I'm making for the Melmaniel gate now, but I need to be met. I can't outrun them forever." The Director's expression changed to one of fear and worry, and Uragan spoke up again, almost shouting. "Whose idiot idea was it to ship the Vampire without escort? Damn it, Nestor! You don't pay me well enough to buy the good clones!"

Nestor had just opened his mouth to protest, when the telltale snap of ships emerging from warp transit caused Uragan's blood to ice over in his veins. He abruptly cut off the com-link, and again panned around his ship. There they were, three Condors, fifteen klicks aft of him and closing fast. Even at that distance, he could make out the rabbit-skull motif stenciled on their gunmetal hulls: The Guristas.

Uragan was within activation range of the gate. He clenched his teeth as the fat frigate sank into the gate's periphery, and braced himself against the pod's inner wall, ready for a rough ride. The terrorists would be right behind him, and he knew what they wanted all too well—a blueprint for the Vampire, an assault drone the likes of which the universe could only dream, and one fully functioning prototype. It cost more money than most fully loaded attack cruisers, and the manufacture process was a closely guarded secret. Some whispered that the drone used a biochemical CPU not unlike a living, artifically nourished brain. Uragan only wished he could unwrap it and set it loose on his attackers.

His stomach heaved upward in his abdominal cavity as the Maulus was belched forth from its wormhole. Uragan raced to find an escape route, scanning the planets and stations for an easy way out. He was about to start up the drive, when a soft impact caused the ship to lurch, and the electric crackle of energy, barely audible as it danced on its hull, made Uragan's heart sink in despair. The Guristas had used a warp scrambler. He was at their mercy.

The mercurial terrorist's unshaven face swelled into view. He spoke in heavily accented Gallentean. "I think you know the drill, son. Eject the goods in a cargo container immediately or we erase you." Uragan's thoughts raced, and he stammered a reply. "It's not worth that much to me, I'll eject it! Just give me time, it's strapped down in the cargo hold!"

The Caldari thought for a moment. "You have five minutes, little man. After that, we'll peel you open and get the drone ourselves."

Panicking, he switched views to the frigate's cargo hold and brought the auto-loader crane online. Pistons wheezing, it swung to life, groping around like a blind man's arm in the dimly lit bay. After seconds that seemed to stretch into eternity, Uragan spotted it among the various containers: the drone, its bright red casing gleaming against the soft cargo bay lights, was sitting unpacked on a grav-trolley. Beside it stood a metal briefcase containing its blueprint. Uragan considered letting the Guristas have it, but his attention drifted to the adjacent drone bay's loading ramp. He smiled inwardly. "Like I said, it's not worth that much to me."

The tiny red drone drifted serenely from the Maulus' bay. Uragan could hear the Guristas' curses and threats. The Maulus rocked briefly as their cannons smashed into its hull, but soon the firing stopped: They had much more to worry about.

The Vampire stirred, its arachnid eyes gleaming to crimson life. It bolted sideways, avoiding a salvo from the lead Condor. Dancing and pirouetting around streams of fire, it responded with its own. In less time than it takes to blink, one of the Condors was torn asunder, another peppered by the blood-red fusillade of the Vampire's pulse guns. Trailed by a crimson contrail, it engaged the last remaining Condor and stabbed at it as the terrorist turned to flee. The warp tunnel was beginning to form around it, and the Vampire's cannons fell silent, unable to maintain a lock. Instead it steered itself into the fleeing Condor, exploding in a hateful red fireball, the terrorist soon joining the tiny red drone in oblivion.

He took stock of the battlefield. The debris strewn about his vicinity was a testament to the Vampire's effectiveness. Already, he could see the Director's ship approaching rapidly in the distance; no doubt he would soon get an earful. He'd probably lose his courier job, he thought, but there would be more of those. For now, Uragan Zelp was glad to be alive.

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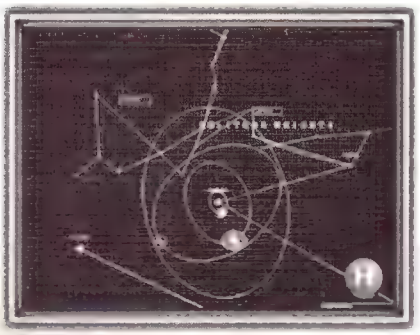
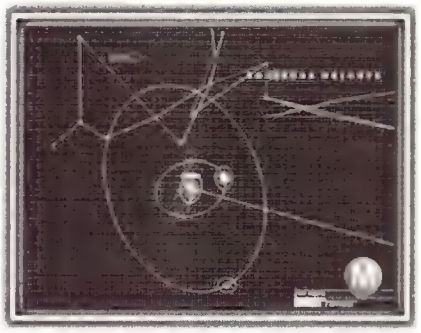
Region: Solitude Heights

CONSTELLATION: GOINS

System: Yvelet



System: Stoure



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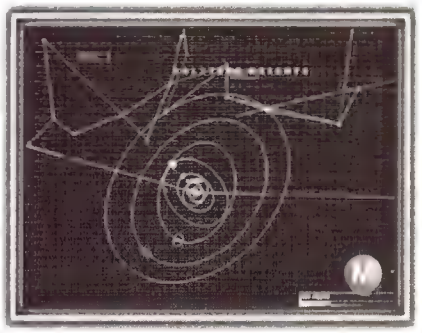

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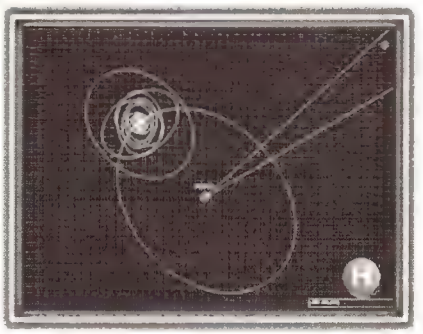
System: Vecodie

System: Yvaeroure

CONSTELLATION: ORVANNE

System: Harner



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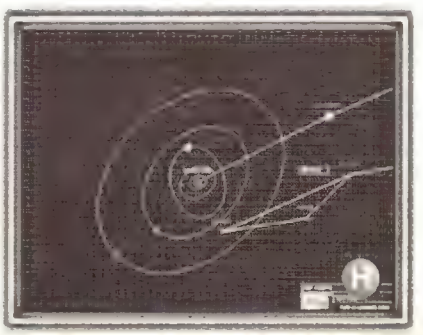

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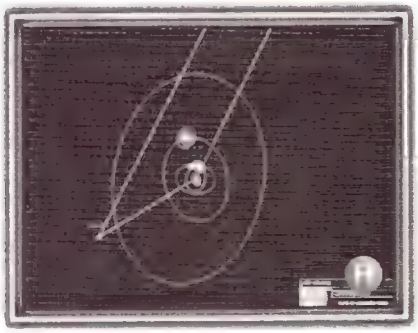

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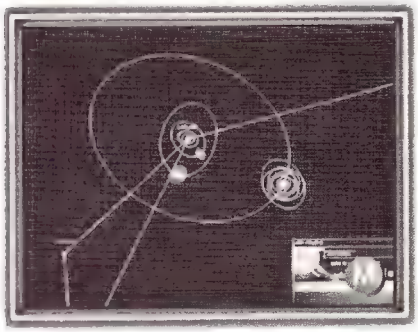
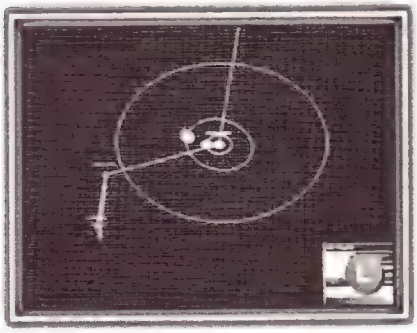


System: Sarline



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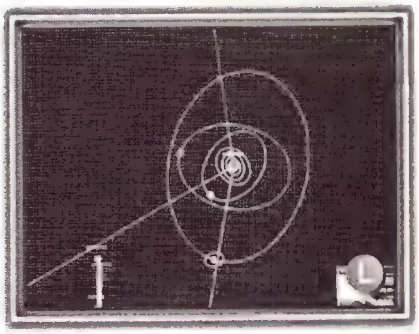

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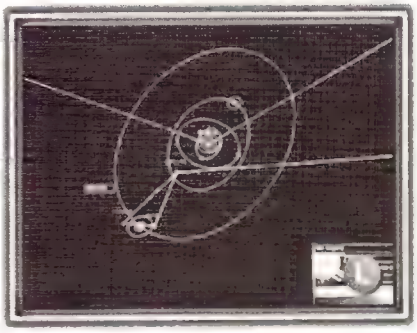

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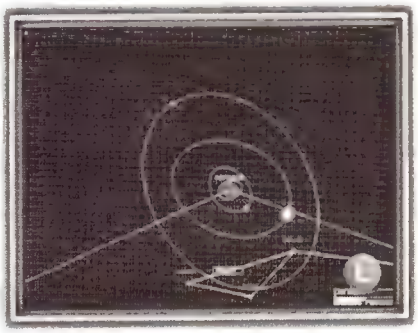
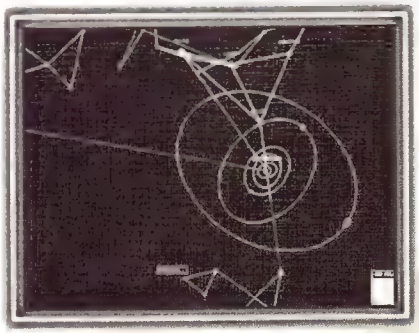


System: Postouvin

CONSTELLATION: ELOSE



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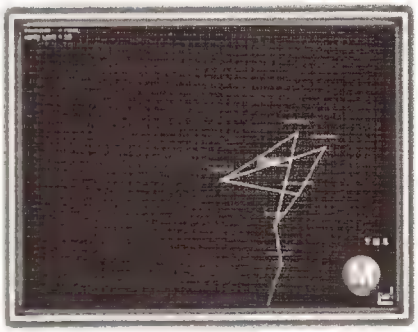
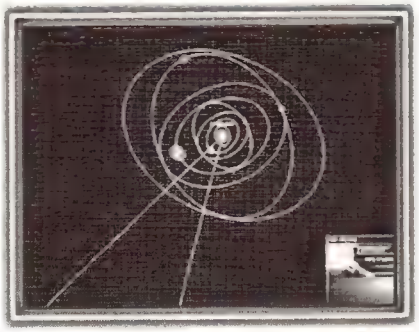
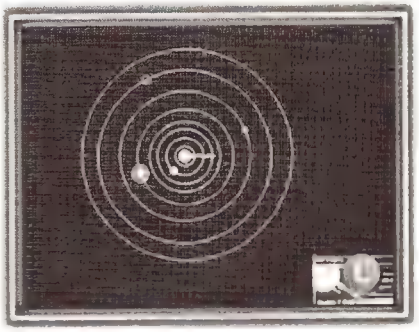


CONSTELLATION: MOBRAULT



System: Straloin



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Fait Accompli

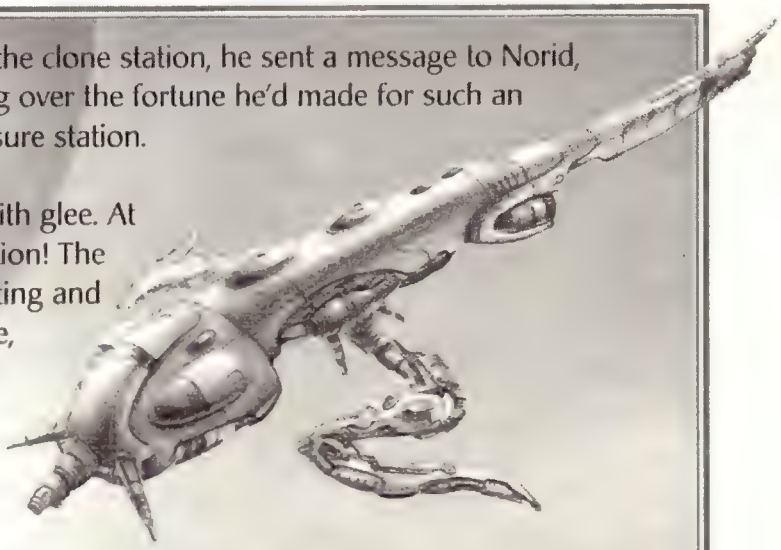
Bix Arramida scrutinized the ship that lay motionless few kilometers away. It was a luxury yacht, made by the Viziam company. An old version, popular half a century ago[EM]the numerous pockmarks on the hull and general metal wear indicated this ship had been floating here for just as long. It was also apparent that the yacht had not stopped here to allow the passengers to marvel at the view; deep scars not caused by erosion crisscrossed the hull, and the view here in deep space was far from spectacular. In fact, the ship was so far from any settlements or stellar objects that locating it without knowing its exact coordinates would be like searching for a grain of sand at the bottom of a worldwide ocean. But Arramida had the exact coordinates. His benefactor had given them to him.

Not knowing who his benefactor was still irked Arramida. He only knew his first name, Norid, and that he was an Amarrian like himself. A few months earlier, Norid had approached him through underground channels. The job offer was simple[EM]travel to certain coordinates in the Rethan system and retrieve all bodies from a derelict ship there. Then he was to take the bodies to a specific cloning facility on Rethan V and dump them there. That was all. No explanations. For the amount of hard cash Norid offered, explanations became trivial.

Arramida's sensors indicated life signs aboard the ship. Further scans revealed a total of 15 people, still lost in cryo-sleep after all this time. Arramida wondered who attacked the ship all this time ago and why this same attacker hadn't finished the job. Arramida didn't have any equipment to enter the ship and fetch the bodies, but a few careful slashes with the laser cannon carved the ship up nicely. Then it was just a matter of sending in a couple of salvage drones to pick up the cryo-caskets. The crude operation naturally killed the sleepers, but the job didn't require him to bring back any survivors, so it didn't worry him all too much.

Arramida quickly scooped all the caskets into his own ship, taking care not to spoil any of the bodies. Norid had been very specific that none of the remains should be damaged. As an afterthought, Arramida scooped up some cargo containers floating out of the wreckage. Nothing wrong with earning something a little extra on the side, he thought. Once finished, he set his course to Rethan V to turn in the bodies and collect his reward.

The moment Arramida had undocked from the clone station, he sent a message to Norid, telling him the job was done. Then, chuckling over the fortune he'd made for such an easy job, he made his way to the nearest leisure station.



Norid reread the message from Arramida with glee. At last, the final part of his revenge was in motion! The sweet taste of it, after all these years of plotting and planning, shook his frail old body. Of course, Norid wasn't his real name. He would never reveal that to an oaf like Arramida. But Norid was a good name, maybe he would continue to use it once it was over. Yes, that was a good idea, he decided. It nicely underlined the new beginning he would make after the deed was done, when he could finally throw off his shackles and rise like a phoenix to his former glory.

Norid sent a quick message to the clone station, giving them the necessary DNA information to pinpoint the body he wanted sent to him. The rest they could use themselves as a form of payment for the services. The body he wanted should arrive within the next two days. Just as he finished sending the message, his master rang him. It was time for the master's tea.

Norid was a slave. He had been a slave for almost a century. He was getting old, but the implants he had from the time when he was a Holder were still ticking along nicely. Norid certainly didn't feel two centuries old. Occasionally his implants needed a little bit of maintenance, but his master was kind enough to allow them. If only he knew that by doing so he was aiding Norid in executing his revenge on him.

Norid scuttled along the corridor with the tea tray and entered the study. The master could have used service robots or android automatons, but like all Amarr Holders he wanted the respectability of having a slave serve him. Norid didn't blame him; soon he would have slaves of his own.

Norid scrutinized the master. He was old, even older than Norid, and once the two of them had been bitter rivals in Ardishapur's court. Even after all this time, Norid could still feel the hatred

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Fait Accompli (continued)

coursing through his veins, hatred toward this man for what he had done to him and his family. Crushed like little pegs in political machinations, they had been stripped of their titles, their wealth, and their ancestry, then sold like common slaves. His wife and son hadn't survived long in the forced-labor camp. But he had survived, kept alive by his hatred for the man who was responsible for ruining him and killing the two people he loved.

For years, Norid had nurtured his hatred, using it to drive him onward, toward revenge. Slowly, he had inched closer to his nemesis, until he had entered his service as an attendant slave. The master didn't recognize Norid for who he was; he only knew Norid was a former Holder. Having a former Holder as his personal slave sustained the vanity of the master.

In the decades since, Norid had plotted his master's downfall. Death wasn't good enough. Something more elaborate was needed, poetic justice. And now, the plan was finally bearing fruit. The body of the master's son was on his way, rescued from the ship Norid had sabotaged long ago, waiting in his cold grave for the time when he became useful to Norid's plans.

Now that time had come. For years Norid had lurked in the shadows, gnawing at the political and financial strength of the master. All that was needed now was a slight push to crush the master's prestige once and for all, ruining him as completely as he had once ruined Norid. But that wasn't enough. Norid smiled at the thought of what was to come. His master, sipping his tea, noticed it.

"Why are you smiling like a fool?" he asked sternly. Norid bowed his head slightly.

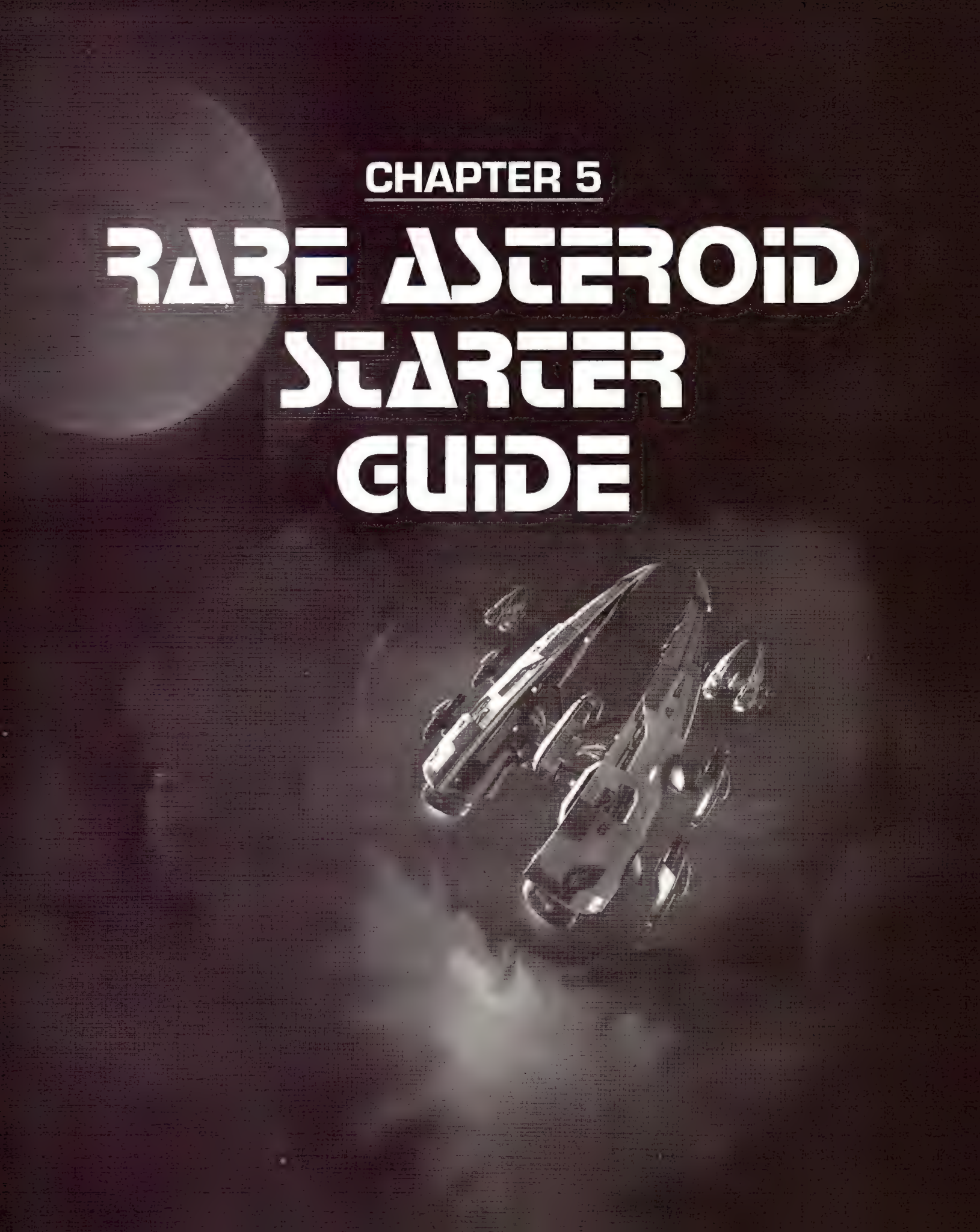
"Because I'm happy to report that I found a suitable replacement for your clone that was accidentally destroyed last week," he answered. "It will be ready in two days."

Yes, he thought, and then I will kill you and you will be cloned in your son's body, and then I will ruin you and take your place.

Norid smiled again and served his master another cup of tea.

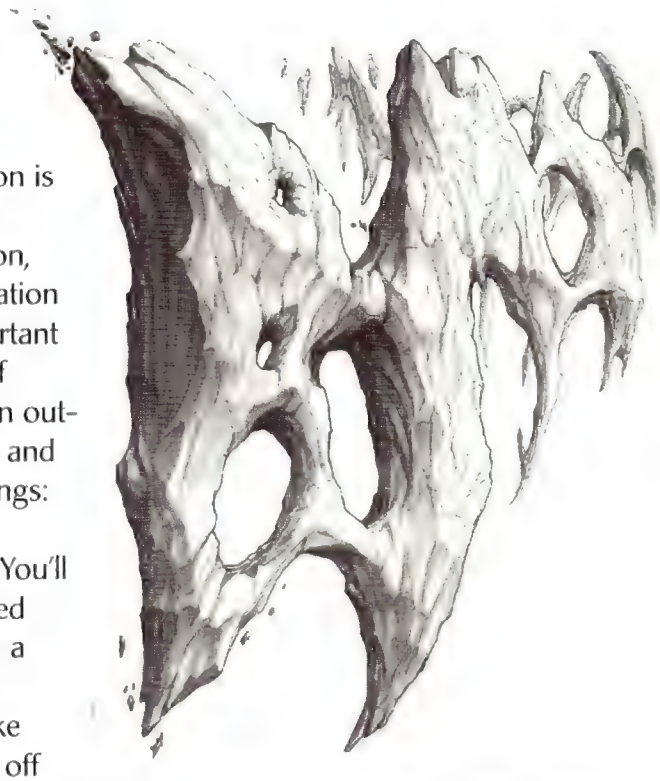
CHAPTER 5

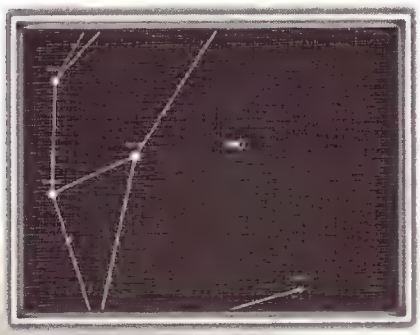
RARE ASTEROID STARTER GUIDE



On the 'Roid Again

Mining is the basis for the entire EVE economy. You'll find rare minerals locked away in asteroids, and the more rare the better. That's why we've put together this reference section on locating the choicest, rarest asteroids in the Tash-Murkon region. It took us three days of nearly constant to'ing and fro'ing to put this together, so that should give you a good idea of what to expect in subsequent regions.





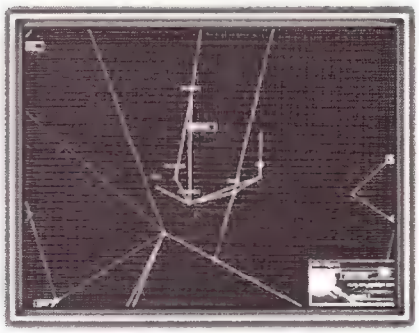
Each asteroid section is broken down into Region, Constellation, and System for location purposes. It's important to note that a lot of these systems are in out-of-the-way locales, and that means two things:

1. Far From Home: You'll often be far removed from a system with a station of any sort, meaning you'll make long hauls to drop off cargo. This can become tedious. However, that's what corporations are for—to help lighten your load. Note the position (or lack thereof) of the nearest station in the asteroid section.

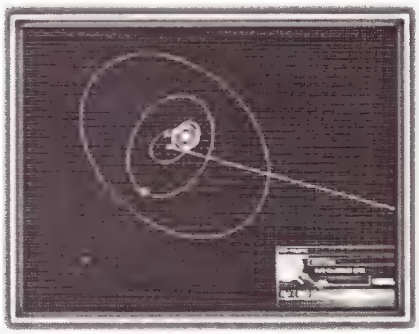
2. Caught Sans Trousers: Getting snagged by a roving band of pirates in a system without a station to hide in (or cops to call) is certain death. Be aware the most of these systems are high-risk areas: As that old Caldari saying goes "where there's money, there are pirates."

Region: Tash-Murkon

Here you'll find the Tash-Murkon region opened up and explored for rare minerals. Each of these belts has valuable ore. They're worth every effort to track down and score before someone else does.



CONSTELLATION: RIFENDA



Solar System: Siyi

Nearest Station Siyi III Moon 12; Joint Harvesting Plantation
Asteroid Belts Siyi III; Asteroid Belt 1

Nearest Station Siyi I; Nurtura Plantation
Asteroid Belt Siyi I Asteroid Belt 1

Nearest Station Siyi VI: Tash Murkon Family Academy
Asteroid Belt Sivi VI Asteroid Belt 1

Nearest Station Siyi V; Moon 2; Tash-Murkon Family
Asteroid Belts Siyi V Asteroid Belt 1–3

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The Ammatars

The Ammatars are descendants of Minmatars that collaborated with the Amarrians during the latter occupation of the Minmatar worlds. When the Amarrians were thrown out during the Minmatar Rebellion, their collaborators fled with them. The Amarrians helped their Minmatar allies to settle in a few systems not far from the newly formed Minmatar Republic. The Ammatars regard themselves as the true rulers of the Minmatars, mainly based around the fact that a fair proportion of the old Minmatar aristocracy, or tribal leaders, were among them. In this vein they named their domain San Matar, meaning "true home".

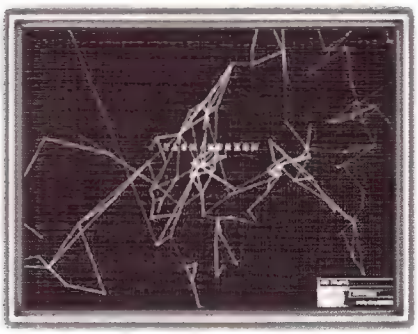
The term Ammatar was first used by the Gallenteans to distinguish between the two groups. Out of convenience even the Ammatars themselves started using it, stating that, with the help of the Amarrians, they've progressed beyond the old social structure of the Minmatar tribes. Indeed, the Ammatars have very deliberately abolished many age-old traditions of the Minmatar tribal society and embraced some Amarrian ones instead.

The Ammatar domain, San Matar, is semi-autonomous. The Ammatar rulers have full domestic control, but their foreign policies must have the consent of the Amarrians and their military forces are, nominally, under the authority of the Amarrians. The relationship of the two has been remarkably smooth in the past, with no serious quarrels.

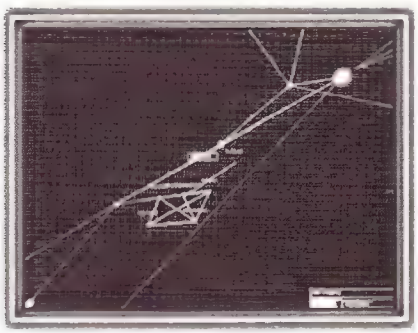
The San Matar government is structured the same way as any other province of the Amarr Empire, with a governor at the head and district officials beneath him prescribing over the various departments of state. These head of states are always Ammatars, although the governor traditionally has an Amarrian advisor, which also acts as the representative of the Amarr Empire itself. As is to be expected not all Ammatars are eager for constant warfare with the Minmatar Republic. Those who are the most belligerent of them often feel that the Ammatar state is doing too little so they have formed a group of their own to fight the Minmatars. In a sense this group is a direct response to the independent rebel groups the Minmatar have and the guerilla tactics employed by either side are similar.

Since its inauguration San Matar has been in a constant struggle with the Minmatar Republic. Both states have expanded considerably in the last decades and now they border on each other in numerous places. The Republic, backed by the Gallente Federation, had the upper hand for awhile, forcing the Amarr Empire to repeatedly come to the aid of their allies, but in recent years the tables have been turning and the Ammatars have managed to set up military installations and space stations right under the nose of the Republic. Many have speculated from where the Ammatars are getting support for these conquests, as the Amarr Empire has traditionally only been willing to aid the Ammatars when they're under direct threat. Something that started out as a wild speculation seems to be turning into a fact: that the Caldari State, or at least one of its Corporations is funding

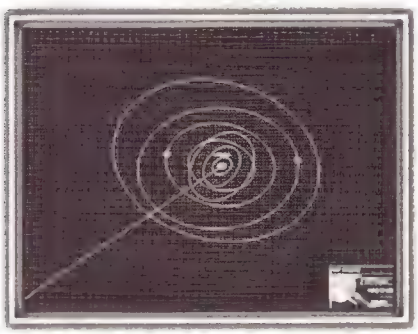
the Ammatars in their effort. As the region separating the two feuding Minmatar states is very rich in minerals, the Caldari seem willing to go to any length in order to secure some of these resources for themselves. In fact, recently surfaced documents show that the Caldari were negotiating with the Amarr Empire for mineral rights within Minmatar space at the time the Minmatars rebelled. Furthermore, sources within the Republic say that the Caldari have repeatedly approached them wishing to buy mineral rights, something the Republic has always refused because they dream of exploiting them themselves. These tidbits seem to indicate that the Caldari, in a desperate bid to get their hand on the rich mineral deposits, have resorted to secret support of one side in exchange for mineral rights in the areas conquered or claimed. The Caldari vehemently deny these speculations, but the matter seems on the brink of escalating into a major confrontation between the Minmatar Republic and the Gallente Federation on the one hand, and the Ammatars and the Caldari on the other.



Region: Tash-Murkon



CONSTELLATION: SUKANAN



Solar System: Tirbam

Nearest Station Nasesharafa VIII; Moon 3; Chemal Tech Warehouse

Asteroid Belts Tirbam I: Asteroid Belt 1
Tirbam III: Asteroid Belt 1
Tirbam V: Asteroid Belt 1
Tirbam VII: Asteroid Belt 1

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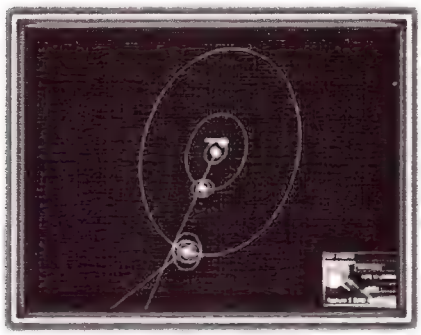

Solar System: Adahum

Nearest Station Adahum IX; Moon 2; Modern Finances Vault
Asteroid Belts Adahum II: Asteroid Belt 1
Adahum VII: Asteroid Belt 1
Adahum VIII: Asteroid Belt 1–2
Adahum IX: Asteroid Belt 1–29

Loser

Victor Sistré idly watched the traffic around Manatirid station on his radar. Most of the cargo freighters were Gallentean, but the police vessels were from the Amarrian Empire. Manatirid station was located in one of the few Amarrian systems close to Gallente space, and acted as a trading post between the two empires. Victor was on a mission for his corporation, searching for rare minerals to use in the corporation's shields production.

A ship undocked from Manatirid station, and Victor immediately noticed the radar signal depicting the newcomer as hostile. It was a ship from Jaasinen, Inc., a rival company of Victor's Canout corporation. The two corporations were at war, their dispute revolving around a system far from Victor's current location. Even if the Amarrian system was a lawful place, the fact that the two corporations were officially in a state of war meant that Victor was a free target for the fast-approaching Jaasinen frigate.

Victor quickly activated his warp drive, having no intention of fighting the Caldari frigate on his lightly armed ship. But before he could finish selecting a destination for his warp, he noticed that the Caldari had scrambled him, preventing him from entering warp. Victor veered his ship away from the vessel, the range still a good 10 kilometers. His ship computer registered a couple of missiles being launched, and their arrival was only seconds away. Victor activated his anti-scrambling unit, Because of the strength of the Caldari scrambler, it would take a full minute to de-scramble the warp drive. Ruefully reflecting on frail defenses, Victor longed for his heavily battle-equipped Incursus frigate.

Just before the two Caldari missiles slammed into Victor's ship, he launched a couple of salvos of his best countermeasures in response, hoping to foil the missiles. One of the missiles was fooled into exploding its warhead some distance away from the hull, but the other stayed its course and smacked into Victor's ship. The shield managed to absorb some of the damage, but to Victor's dismay the powerful missile managed to breach the armored hull.

The Caldari ship launched two more missiles, and Victor wondered how many the Caldari captain had. He had already spent his best countermeasures, and he had no anti-missile missiles or point-defense weapons to deal with the approaching menace. Victor dug deeply into his power reserves by boosting his shield a couple of times, hoping it could sustain the damage from the missiles. While waiting for the impact, Victor zoomed his camera onto the missiles and noticed their brand. Each of the missiles was almost as expensive as the whole of Victor's ship. It was obvious that the Caldari ship was out to destroy him for a bigger reason than just to loot his cargo hold.

The missiles crashed into Victor's ship, jolting it around. Victor could feel the impact in his own bones, a sure sign that the ship had received major damage. A quick survey of his ship computer revealed several hull breaches and some structural damage. The hydraulic system was out of order and his oxygen level was dropping fast, indicating a hole in an oxygen tank. The Caldari ship was now close enough to open fire with its short-range lasers. The last missile impact had severely reduced the strength of Victor's shields and his power level was low. The anti-scrambler still needed 20 seconds to complete the de-scrambling and it was eating into Victor's remaining power supply. Victor forlornly realized that the Caldari had expended almost no power so far, only on the warp scrambler and a small amount on the afterburner. Only now was he using energy weapons against Victor.

As Victor's capsule ejected from his disintegrating ship, Victor wondered whether skipping the anti-scrambling and burning for the station might have been a wiser choice in the situation.

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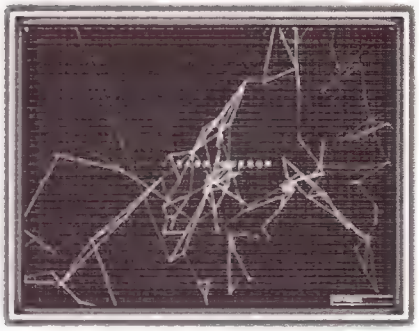
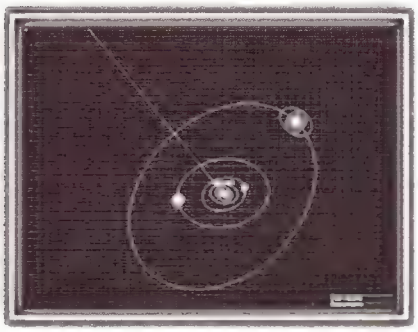


Region: Tash-Murkon

CONSTELLATION: MISE



Solar System: Gyerzen

Closest Station Gyerzen IX; Moon 15; Amarr Navy Testing Facilities
Asteroid Belts Gyerzen IX: Asteroid Belt 1–2

Nearest Station Gyerzen IV; Moon 1; Caldari Business Tribunal Law School
Asteroid Belts Gyerzen I: Asteroid Belt 1
Gyerzen II: Asteroid Belt 1
Gyerzen III: Asteroid Belt 1
Gyerzen VIII: Asteroid Belt 1–2

Nearest Station Gyerzen; Moon 8; Amarr Navy Testing Facilities
Asteroid Belts Gyerzen X: Asteroid Belt 1–2

Prey Miner

Captain Ieris Hvik steered her small frigate into another loop, patiently waiting for the miner to disembark from Ethernity II station, a small blip on the edge of her radar. This particular miner promised some good yield, judging by his track record. It was so good in fact, that Hvik had lavishly decorated the miner with her very best tracking devices. Not only could she easily detect him miles away in the midst of an asteroid field, but she could also tell what kind of minerals he was mining at any given moment. Hvik prayed that the miner wouldn't have the presence of mind to scan his ship for bugs before he undocked. It wasn't particularly hard to attach the little devils to another ship, but it was even easier to flush them out. Hvik had lost many preys in the past because of an untimely bug scan.

At last, the bronze-colored Navitas-class frigate slid out of the station. The miner adjusted the course of his set, aligning it toward the asteroid belt between Ethernity II and Ethernity III. A few seconds later, his warp drive kicked in, and in a heartbeat he had disappeared in a bluish flash. Hvik counted to 30 before activating her own warp drive. No need to get the miner paranoid by tailing him too closely.

Once in the asteroid belt, Hvik quickly assessed the situation. She picked up the signal emanating from the tracking bug on the miner a few hundred kilometers off and adjusted her course accordingly. Once within scanning range, she matched her speed to that of the miner. The miner was already scanning asteroids, but hadn't yet deployed his mining drones. This, and the fact that he was still heading full speed deeper into the asteroid belt, indicated that he was looking for some specific minerals, undoubtedly some rare ones. Hvik chuckled to herself, pleased with her selection. Now, all she had to do was wait and let the miner do her work for her.

Hvik had started out as a miner, but quickly found that she didn't have the patience for it. But before she quit, she'd established some pretty good contacts in the mining industry and was able to off-load minerals at good prices. So it was natural that instead of becoming a

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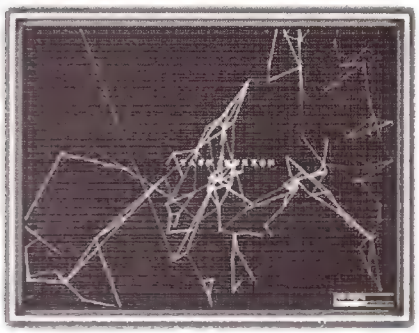
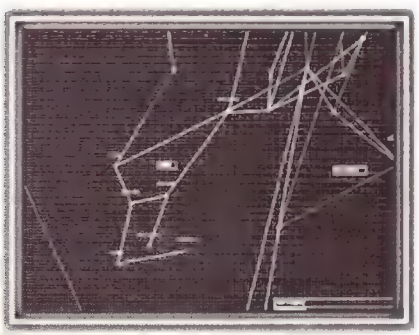
PREY MINER (continued)

mercenary for hire or a pirate-chasing freighter, she would focus on miners, preying on them in isolated areas and looting their minerals. It didn't take all that much combat skill as long as one refrained from attacking groups of miners, so she had instead invested in the skills necessary for operating tracking bugs. There were always a lot of lone miners in the outer regions, dreaming of striking gold one their own. Hvik was happy to oblige, the miners didn't have to share with her—she'd take it all.

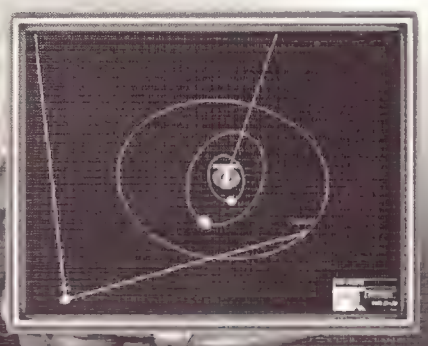
Hvik's console beeped, dragging her from her reverie. The miner was deploying his drones. Hvik stretched in her cocoon, setting the ship on stand-by, preparing it to haul in the load of the day.



REGION: TASH-MURKON

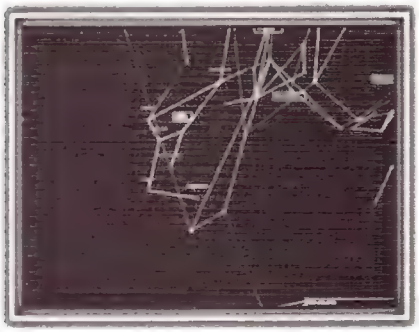


CONSTELLATION: AJAH



Solar System: Nosodnis

Nearest Station Nosodnis VIII; Pend Insurance Vault
Asteroid Belts Nosodnis VII: Asteroid Belt 1
Nosodnis X: Asteroid Belt 1–2
Nosodnis XI: Asteroid Belt 1–12



Solar System: Sizamod

Nearest Station Sizamod VIII; Moon 5; Pend Insurance Vault
Asteroid Belts Sizamod VIII: Asteroid Belt 1–5

Nearest Station Sizamod V; Moon 2; Pend Insurance Vault
Asteroid Belts Sizamod II: Asteroid Belt 1
Sizamod V: Asteroid Belt 1–2
Sizamod IX: Asteroid Belt 1–4
Sizamod X: Asteroid Belt 1

Secure Commerce Commission

The world of EVE is moving ever closer to a fully integrated market economy, where the thousands of inhabited planets, moons, asteroids, and their accompanying space stations are able to do business on a galactic scale. Today, the world is divided into numerous market regions, most spanning several constellations. Wares being sold or sought after in the market region are accessible for trade anywhere in the region. The cornerstone of the market economy is the interstellar communication method coupled with a reliable and efficient way for striking a deal over long distance.

Before instantaneous communication from one star to another was invented, trading over long distances (between solar systems) was hazardous and time-consuming. Frauds and swindlers were in abundance, making trades with strangers very risky. The time it took to find out what stations in nearby solar systems had on offer or wanted, plus the time it took to strike a deal and ship the products, stifled space commerce so much that it was almost non-existent. Only the adventurous were willing to risk their assets, and even their lives, in space trading. But the potential riches involved urged people on and made them yearn for a quicker, easier way to do business between the stars. Once interstellar communication devices arrived, they spread out like an epidemic, and interstellar commerce quickly followed in their wake.

At first, interstellar commerce was conducted in a haphazard sort of way, giving the frauds ample opportunities to cash in on the optimistic and naïve traders. It quickly became clear that instant communication between solar systems alone could not keep commerce clean. Every empire responded in its own way, setting trade regulations, hiring special commerce inspectors, and setting up secure trade houses. These efforts managed to create a fairly safe trade environment.

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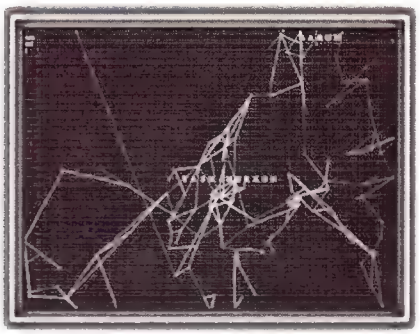
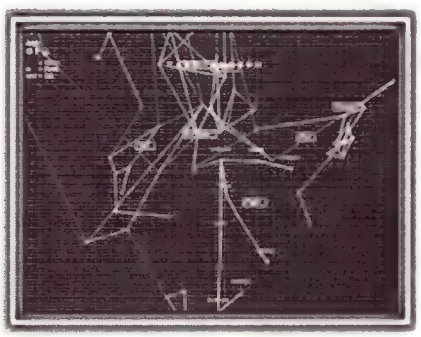
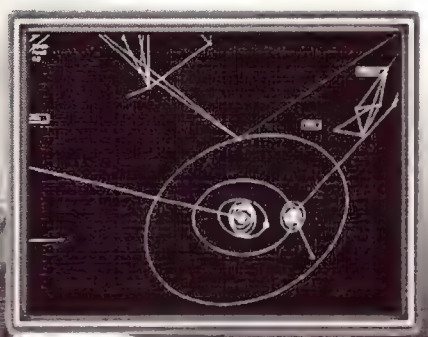
Once constellations and other regions started to set up a regional market network, where traders were able to view everything for sale anywhere in the region and put their own items up for sale, the empires realized they needed a centralized agency responsible for interstellar commerce. This is when the Secure Commerce Committee, or SCC, came into being. As a division within the Concord, the SCC is jointly run by the empires and thus ensures a safe and universally regulated trade environment. A joint initiative of the Minmatar Republic and the Jovian Empire has ensured that the SCC, although under the control of the empires through the Concord, acts under the strictest neutrality codes, the same as the InterBus and other empire-run institutions. These codes ensure that all dealings are not only secure, but also secret, with no chance of governmental interference. The unfortunate by-product is that those acting on the wrong side of the law can just as easily do business with each other as anyone else.



Region: Tash-Murkon



CONSTELLATION: PEGES



System: Arakor

Nearest Station Judra VII; Moon 7; Amarr Certified News Publisher (in Judra *not* Arakor system)

Asteroid Belts Arakor I: Asteroid Belt 1
Arakor V: Asteroid Belt 1–2
Arakor VII: Asteroid Belt 1–2
Arakor VIII: Asteroid Belt 1–11
Arakor IX: Asteroid Belt 1–5
Arakor X: Asteroid Belt 1

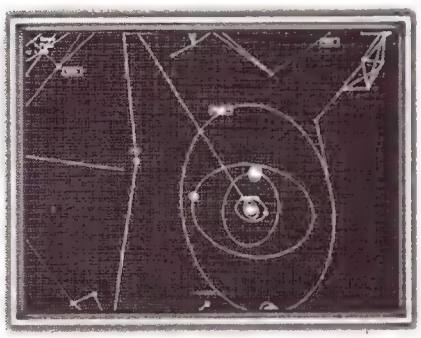
Formation Combat

Even if there have been no major wars for decades in the world of EVE, there's no lack of skirmishes and minor encounters. Some are political struggles, such as the one between the Minmatar Republic and the Ammatars, but most involve law enforcers versus bandits of one sort or another. One of the main consequences is the combat experience that most major factions are slowly gaining by constantly fighting one or more of their perceived foes.

Also, bandits can be encountered anywhere where empire presence is weak. As a result, miners, explorers, and traders working on the fringes of empire space are augmenting their defenses and other combat abilities simply to stay alive.

Naturally, all this combat experience has improved the way people fight in many fundamental ways. Weapons are becoming more deadly, and ships and equipment are increasingly geared toward good combat performance. But people are also learning how to cooperate on the battle field, giving each other support or concentrating their powers toward a common goal. The most obvious example of this is formation flights, where two or more ships synchronize their moves to gain maximum advantage possible from their weapons, defenses, or their ships' maneuverability.

Formations require a level of skill and discipline, and the participants must have complete faith in their formation leader, as he alone dictates the assault patterns of the formation. There are several standard formations, each giving different tactical advantages. All participants in a formation must possess the required knowledge for that particular formation, and they must be on a ship that is allowed in that formation.



System: Goubal

Nearest Station Esa VIII; Moon 2; Vizian Warehouse (in Esa not Goubal system)

Asteroid Belts
Goubal III: Asteroid Belt 1
Goubal IV: Asteroid Belt 1
Goubal VI: Asteroid Belt 1
Goubal VII: Asteroid Belt 1–2
Goubal VIII: Asteroid Belt 1
Goubal X: Asteroid Belt 1–5

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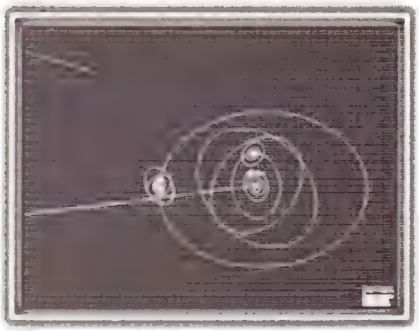

System: Ahteer

Nearest Station Hath IV; Moon 6; Viziam Warehouse (in Hath not Ahteer system, two jumps away)

Asteroid Belts Ahteer IV: Asteroid Belt 3–4
Ahteer V: Asteroid Belt 1–4
Ahteer VI: Asteroid Belt 1–9
Ahteer VII: Asteroid Belt 1–2
Ahteer VIII: Asteroid Belt 1–2
Ahteer IX: Asteroid Belt 1–12
Ahteer III: Asteroid Belt 1–2
Ahteer IV: Asteroid Belt 1–2

Payday

The neural implant in Tiny's brain registered increased stress signals. He was running out of time. What should have been a run-of-the-mill mission was turning into a fiasco. How many times had he shuttled Tonic-12 to his buddy Karlo? At least a dozen times. And never a hitch. But now he was running late, very late. All because of those bloody cops raiding his usual pick-up place. He had to go all the way into the Great Wildlands to fetch the precious substance, and his delivery window was only half an hour away. Not to mention he was without his escort buddies. The bloody fools had gone on a mercenary mission in the outer regions somewhere. Being all by himself made Tiny nervous, adding even more to his already high tension.

Tiny cursed silently as he maneuvered his ship toward the stargate. He waited impatiently while the control station processed his jump request. He contemplated taking his chance of going through the Du Annes system to make up some lost time, but decided against it. It was too risky. The Decon-Sharuveil route was a detour, but more or less safe from any prying eyes. Finally, his jump permission came through and he fired up the thrusters on his cruiser to align the ship for the jump sequence.

Once in the Decon system, Tiny started scanning nearby space to check for ambushes. Nothing. Then he started the trek toward the Decon stargate. En route, he calculated how much he stood to lose if he didn't get the stuff to Karlo on time. Maybe 50 thousand. Not to mention that Karlo

would get miffed, to say the least, and Karlo was his only agent in empire space that traded in smart drugs. It was a big loss, but he could cope. He would make it up to Karlo somehow and maybe he could find another buyer for the Tonic-12, though it was dangerous to cruise around with illegal stuff for very long. Maybe he should stash it somewhere….

Deep in thought, Tiny performed the necessary navigational adjustments to keep his ship on the move. He made the last warp to the stargate. His next destination was the Sharuveil system, and from there it was just one more jump. It took Tiny a few seconds to notice the radar signal showing a ship on the edge of his radar range. It was also moving toward the stargate, from the opposite direction. Tiny ran a ship scan once in range, in case it was a stray custom official or a DED snoop.

Mother of all creation! It was Adira Habi, the Amarrian scumbag that pod-killed him a few weeks back! Tiny shook with glee; he'd been looking for Habi ever since that incident. How fortunate to find him here, all by himself. Suddenly, Habi's cruiser veered off course—he'd obviously spotted Tiny. "What a coward," Tiny thought. Habi set course for Decon IV and warped away before Tiny was in warp scrambler range. Tiny was about to warp after Habi when he remembered his Tonic-12 cargo and Karlo. "Ah, bugger that!" he thought, turning away from the stargate to Sharuveil and prepared for a warp to Decon IV.

Region: Tash-Murkon

CONSTELLATION: EMSEK

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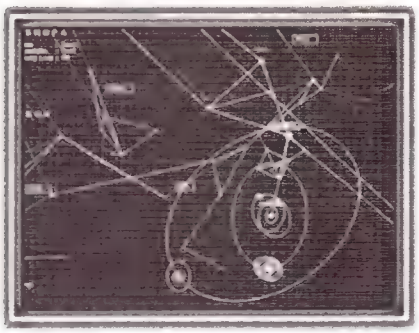


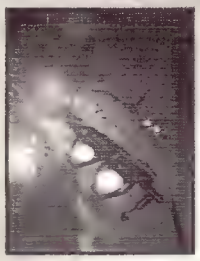
Solar System: Chamume

Nearest Station Chamume IV; Moon 1; Imperial Shipment Storage
Asteroid Belts Chamume IV: Asteroid Belt 1–2

Nearest Station Chamume VII; Moon 14; Imperial Shipment storage
Asteroid Belts Chamume VIII: Asteroid Belt 1–3
Chamume VII: Asteroid Belt 1–4

Nearest Station Chamume III; Civic Court Law School
Asteroid Belts Chamume V: Asteroid Belt 1–4

Time and the Astrologer



One of the many tasks facing the empires once they had established contact with each other was to set a universal time. Each of the empires naturally had their own calendar and clock, based more or less on the length of the day and year on their respective home planets. This made for some serious confusion, and it soon became apparent that some sort of a synchronized time keeping was needed so inter-racial communications could run smoothly.

Basing this universal time on the calendar of one of the empires was out of the question because the others would never agree to it, so a new system had to be devised. The debates on the new calendar and clock soon boiled down to arguments between three main groups, the Arithmetics, the Traditionalists, and the 25ers. The debate was initially conducted by scholars, who then made proposals for the politicians and the public to consider. The three main groups each drew their support from different fields of science and academics. The Arithmetics were mainly physicists and engineers, the Traditionalists were mostly historians and archeologists, and the 25ers consisted of biologists and sociologists.

The Arithmetics wanted the new calendar and clock to have nothing whatsoever to do with old planetary-based calendars, instead they wanted to base it entirely on mathematics. They claimed that the physics-oriented nature of the modern world demanded this. The

Traditionalists said the only way to go was to base the new calendar as much as possible on the ancient Earth calendar. All the races, especially the Jovians and the Amarrians, had some data on the old calendar. By combining the data, it could be remade more or less in its original form. Finally, the 25ers claimed that the only measurement worth considering in a space-faring age was that of the human body. The internal body clock of humans is close to 25 of the old Earth hours, thus they wanted to base the new clock on that measurement.

During the long and arduous discussions, numerous factions rose, each declaring itself the champion of one cause or another. One of them, identifed with the 25ers, was a small Gallentean grassroots organization led by an energetic young man by the name of Cerb Rausolle, although he preferred the pseudonym, "the Astrologer." Through the efforts of the Astrologer, the 25ers gained great public support, spurred on by the Astrologer's surprisingly big network.

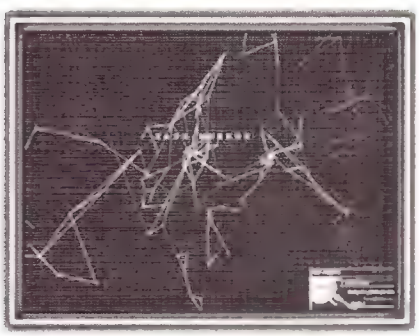
Instead of trying for public support, the Traditionalists had focused on the politicians. Their strategy was successful, as it turns out. When the final decision was made aboard the Jovian cruiser *Yoiul*, the Traditionalists won comfortably. A day would be divided into 24 hours and the year 365 days with an additional day every 4 years, the same as with the old Earth calendar. The date was set as 0 EST. EST stands for Earth Standard Time, but because the populace commonly calls the known world the world of EVE, many refer to it as EVE Standard Time. The conference was held 105 years ago, so the current year is 105 EST.

The Astrologer did not let his large network go to waste, and soon found a new cause worthy of his attention. At that time, spaceship owners were required to pay huge fees each year for their ship license. All the empires enforced the fees because they provided a good deal of income, plus they meant that only the cream of the society could afford to be in space business. The fees, of course, also hampered space trade and made it difficult for the average Joe to get into the business. The Astrologer and his organization (still called the 25ers) started lobbying for a change in the legislation. At first, they targeted the Gallente Federation. Once CONCORD became responsible for issuing ship licenses and collecting the license fees, it became the target of the demonstrations organized by the 25ers.

At first Concord ignored the protests, but as they became more serious it began taking notice. As it had been recently formed, Concord was concerned about the image it was projecting to the public and a committee was formed to handle the matter. As is often the case, things

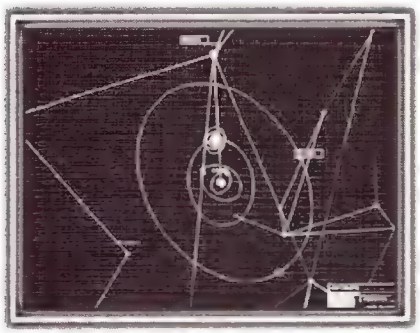
dragged on for months. All the while, the Astrologer was planning more and more outrageous acts of protest, even going so far as to organize general strikes on some planets. The icing on the cake came during the first New Year celebration, commemorating 1 EST, at the headquarters of Concord. The Astrologer managed to infiltrate the station's defense perimeter with a lone, unmanned cargo ship filled with explosives, which he then promptly detonated outside the station in plain view of many of the most prominent people in the world of EVE. The Astrologer was careful not to blow the ship up so close as to injure any of the guests, but his message was heard—loud and clear. Two months later, new legislation was passed by all the member states that abolished the license fees.

The Astrologer, now a fugitive after his stunt, quickly became a living legend. The 25ers organization was dismantled and the Astrologer lost his status as the champion of the people. But his name is not forgotten, nor that of the 25ers, and every now and then a new group is formed somewhere in the world of EVE, proclaiming itself as the successor of the old 25ers, dreaming of reliving the times when the little men defeated the big guns.



Region: Tash-Murkon

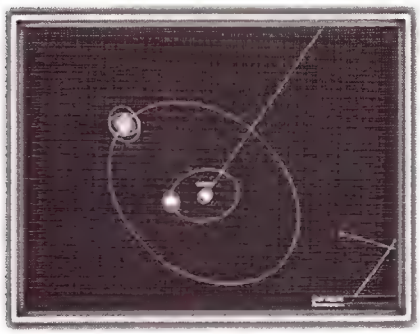
CONSTELLATION: NASORIN



System: Arkoz

Nearest Station Yanuel XI; Moon 16; Ministry Of War Information Center (in Yanuel not Arkoz system)

Asteroid Belts
Arkoz V: Asteroid Belt 1
Arkoz VI: Asteroid Belt 1
Arkoz VII: Asteroid Belt 1–2
Arkoz VIII: Asteroid Belt 1
Arkoz IX: Asteroid Belt 1



System: Jinizu

Nearest Station Taru VI; Moon 1; Nugoeihuvi Development Studio (in Taru not Jinizu system)

Asteroid Belts
Jinizu II: Asteroid Belt 1
Jinizu VII: Asteroid Belt 1–3
Junizu VIII: Asteroid Belt 11–3

Region: Tash-Murkon

CONSTELLATION: DAMADIL

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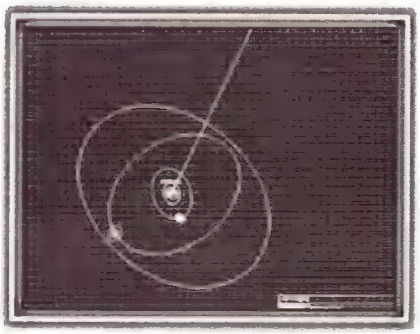
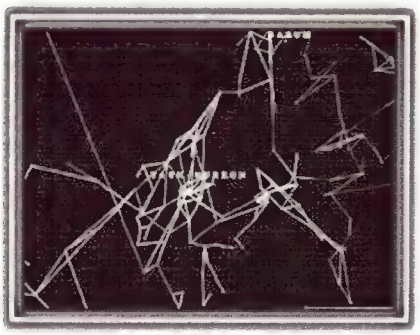


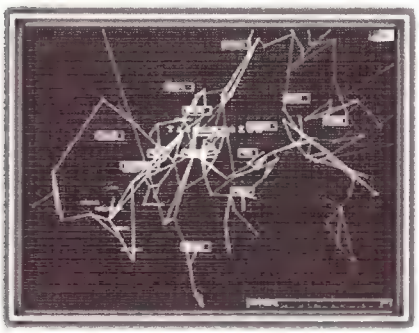
System: Perdan

Nearest Station All stations in this system are equidistant

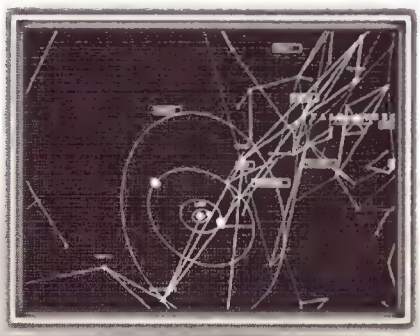
Asteroid Belts Perdan III: Asteroid Belt 1
Perdan VI: Asteroid Belt 1–5
Perdan VIII: Asteroid Belt 1



Region: Tash-Murkon



CONSTELLATION: TSEMHATEL



System: Lari

Nearest Station Lari VI; Moon 4; Genolution Biohazard Containment Facility

Asteroid Belts Lari II: Asteroid Belt 1
Lari III: Asteroid Belt 1
Lari IV: Asteroid Belt 1
Lari V: Asteroid Belt 1
Lari VI: Asteroid Belt 1–4
Lari VII: Asteroid Belt 1–3
Lari VIII: Asteroid Belt 4

Sansha's Nation

Anyone who travels for a while around the world of EVE will eventually run into some strange-looking, possibly hostile ships. These ships, with their aggressive spikes and multi-toned metal shine, are the not-so-old relics of a mad scheme hatched to conquer the world.

Today, this once-glorious fleet guards the ruins of a dynamic empire, the marvel of the world a century ago. Hailed as the perfect Utopian state, it wasn't until the gruesome tales of its ethical transgressions surfaced that it was brought down through a joint effort by all the major empires.

Whenever breakthroughs occur in the technological or geographical knowledge, some people manage through luck or foresight to make a fortune on the new knowledge. This is exactly what happened in the heady days of space exploration and colonization in the first few decades after first contact, when anyone with the means and the motives could set himself up as a space baron in a pocket of space somewhere outside empire territory.

One of these early tycoons was Sansha Kuvakei, a wealthy industrial mogul of Caldari origin. His family had made its fortune in armament manufacturing during the war with the Gallente Federation. Sansha soon showed himself to be an eccentric megalomaniac who dreamed of world conquest, no less. He saw the free-for-all colonizing of space that the empires advocated at the time as an ideal vehicle for his schemes and set out to carve out a sizeable chunk of the systems available to the public. Sansha saw himself as a visionary for the coming new order, and he attracted thousands of followers with his charm and promises for a better future for everyone. Soon, Sansha had built a sizeable domain extending over several systems, with smaller pockets scattered around the known world. This foundation allowed Sansha to start his own armament program, independent of all the other empires, using the extensive knowledge his family had accumulated through the years.

For years, Sansha's build-up program continued, gaining momentum as his fame and fortune increased. Being on the forefront of space mining and trading, his realm prospered, and soon people were talking about Sansha's Nation (as it was commonly known) as the new major player in galactic politics. Sansha used these resources ingeniously to create an image of

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SANSHA'S NATION (continued)

himself as a new messiah and his domain as the Promised Land. But when Sansha himself started believing the hype heaped on him, his already fragile mind conjured ever-stranger notions and plans.

One such plan was to develop a method to amalgamate the recently introduced Jovian capsule technology with existing brain implants, most of them illegal, to create men with the thoroughness of a computer and the ingenuity of humans. This technology, he thought, would create people who would be completely loyal and dedicated, yet creative enough to handle complex and delicate situations. This dubious research naturally required human test subjects, whom Sansha acquired from the Amarr Empire in the form of Minmatar slaves. The Amarrians were eager to learn of any new techniques that could be used to control their large slave population and gave Sansha whatever support he required. There has always been strong suspicion that Sansha received substantial support from others, too, but if and who these shadowy allies were has never become public knowledge.

Sansha's dream was that these zombie-like creatures could be used as soldiers and guards, thus freeing humans to pursue more peaceful and productive lifestyles. He also experimented with ship crews and captains; he regarded spaceships to be both boring and dangerous, and thus ideally suited for his creatures. Soon, all armed forces and spaceship personnel employed by Sansha's Nation had been replaced by an easily controlled armada of "True Slaves," the name given to those implanted with Sansha's technology. In his warped mind, Sansha believed his acts to be for the good of mankind. It was only a matter of time before the truth of this new technology was revealed to the public. The

reaction was immediate and intense. One by one, the empires condemned Sansha, the Amarr Empire among them because it didn't want to be ostracized by the other empires. But Sansha refused to see the error of his ways, declaring that the other empires were too narrow minded and primitive to understand his great genius.

Sansha continued to put his mind-curbing devices into people unabated, and even started some even more outrageous experiments in the same vein. In the end, the other empires, with the Gallente Federation at the forefront, decided not to stand idly by any longer and attacked Sansha's Nation.

Since the revelation of Sansha's twisted experiments, the Nation had lost most of its inhabitants. Only the fanatics and the True Slaves remained. They managed to hold out for some months, but in the end Sansha's little empire crumbled. His forces were scattered to the wind and all his factories and space installations destroyed. Sansha himself was killed during the final assault on his stronghold.

Although most of his fleet had been defeated, many of them managed to slip away during the chaos. Today, these ships attack unwary travelers in the vicinity of the old realm of Sansha's Nation. Steered by True Slaves, they have never given up the fight for which they were created, a disturbing tribute to their late master.

After Sansha was defeated, the empires debated what to do with the systems he controlled. Finally, they were distributed among the empires. It is a testament to the lasting effects of Sansha that almost none of them have been settled in the decades since his defeat.

Some people claim that Sansha is still alive and well. These conspiracy theorists say that, before he died, Sansha hid several clones of himself in secret locations the empires never discovered. They believe that he was resurrected in one of those clones, and that he's still up to his old tricks—creating True Slaves and building ships, hidden in the rubble in some remote corner of his old domain. They argue that the number of True Slave ships destroyed in recent years is far greater than the number of ships that remained at the time Sansha's empire collapsed. As with most good conspiracy theories, it's hard to prove or disprove any of these claims.

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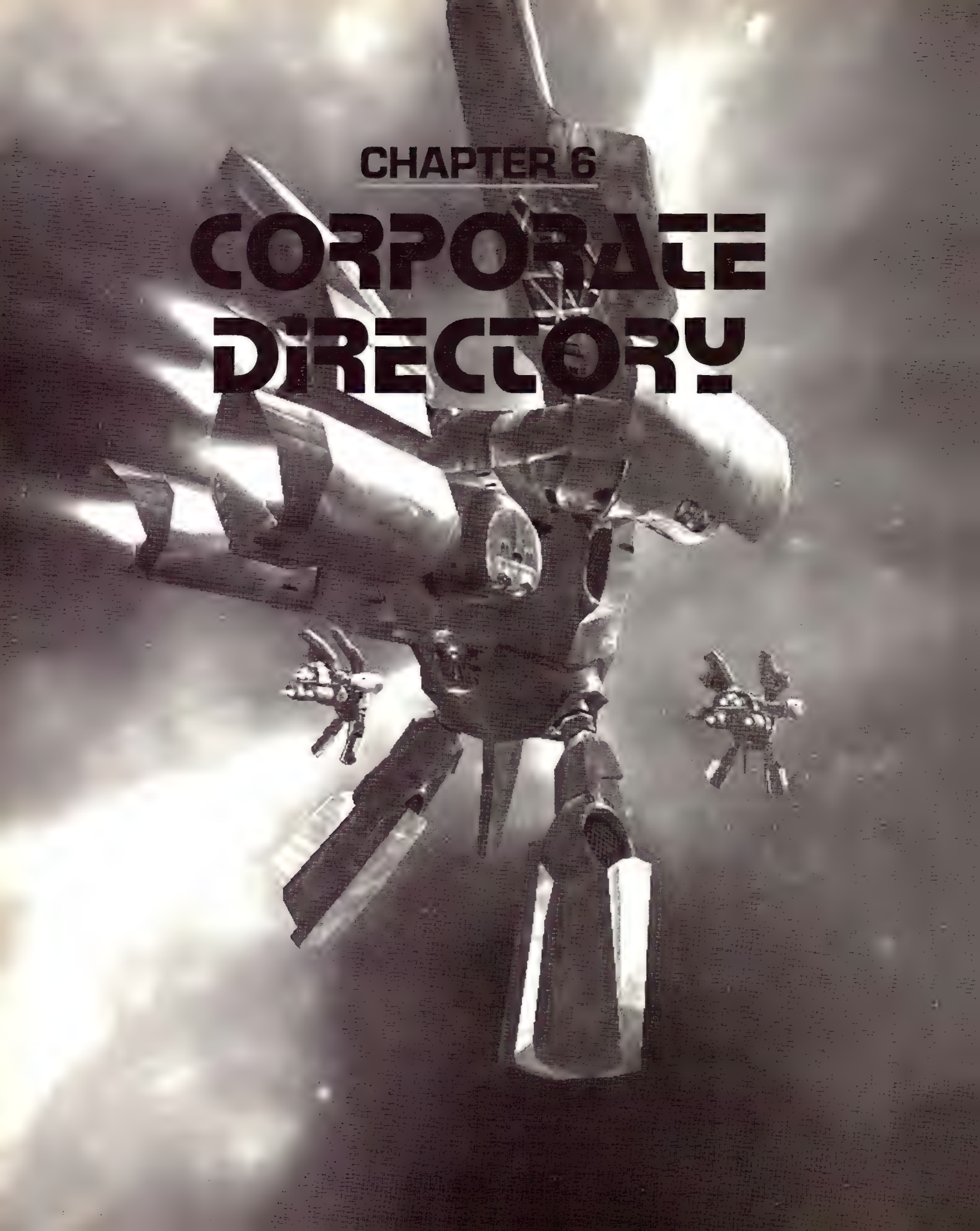
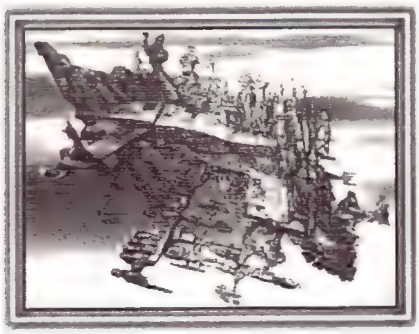


CHAPTER 6

CORPORATE DIRECTORY

Friends in High Places



If there's one thing you must incorporate into your space-faring mindset, it's that *EVE Online* is not for the "lone wolf" player—everybody needs friends, especially in a universe as hostile as EVE.

This section describes the EVE corporations that you can petition for membership. Some are more elaborate than others, and some are loose-knit coalitions rather than full-fledged bureaucracies. The beauty of this is that you can choose your level of involvement and seriousness.

Check out the offerings below to find out if one of them is a good match for you. If not, we suggest that you create a corporation soon (after you've familiarized yourself with the basics) to avoid being mercilessly preyed upon by the larger corporations. The pirates can be bad—and they're just AI constructs. The living, breathing enemy can be far worse.

Partner up with a pre-existing corporation, at least initially, since you can learn the ins and outs for "free."

The Corporations

Mercurialis Inc.

"The future is in our hands. Let's mold it."
—Xtianu

Evolution is a slow event. It takes years, decades, centuries....

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Have you ever stopped to wonder what drove our ancestors to try to break the limits of their known space? We here at Mercurialis have thought about it, a lot.

We came to the obvious conclusion that humans were driven to expand their living space by the development of their tools. Fire was a great invention of it's time. So was the telescope. The history of the human race is full of great inventions. But one thing leads to another. With the telescope, humans saw the stars, planets, moons—an untouched ocean, unreachable to them!

Eventually, humans invented ships that were capable of delivering them to their planet's own moon. A legend tells of a man who was the first one to step onto the planet Earth's moon. His name was, or so the legend says, Armstrong. This man can be held "responsible" for the birth of Mercurialis. His achievement, his great deed was the first sign that the time had arrived for men to dive into the deep ocean of stars.

We here at Mercurialis have great respect for the deeds of our ancestors. Their great achievements with limited resources and knowledge are a *huge* inspiration to each and every employee here at Mercurialis. We have taken the mission of continuing the gathering of knowledge once started by our ancestors. We must cherish this great heritage and try to leave wisdom for the generations to come, like our ancestors did.

Would you like to be among the people who aim for a high level of knowledge and technical expertise? Mercurialis produces high-quality products for the markets of technology, weaponry, ships, and other products at low prices. We also will be offering transportation and delivery services in the future.

Whether you're a pilot, a merchant, or just a common space traveller in need of work, contact us. We are always looking for employees. At Mercurialis, you'll be guaranteed a good salary, a comfortable community to work with, and a seat in the frontier of development. At the moment, we need employees for each section of the company (excluding the board duties; directors are chosen by the CEO, not recruited straight into the board). If you want know more about the corporation, visit http://mi.blentarp.nu. Also be sure to register at our forums. They're a good way to get to know our directors and employees.

If you want to stand on the wing of development, feel the breeze of change on your face, and enjoy the views of the future, contact us at work@mercurialis.net.

CURRENT STAFF LIST

Isayo "Xtianu" Arkindra, Chief Executive Officer
Tich QuickSilver, Chief Science Officer and Director of Research & Development
Matteus Godolkin, Chief Tactical Officer
Airi "Kase" Yenthashi, Director of Public Relations
Rune "Evilfish" Liljegren, Director of Resources

CORPORATE STRUCTURE

Department of Economy

Funds Handles the corporation's cash flow. Is responsible for funding purchases and other financial enterprises.
Economy A sort of an archive. Keeps track of the corporation's expansions and outcomes, as well as physical property.
Budget Management Works with the funds section to mold and exhibit matters of economy to the board.

Department of Public Relations

Commercial Is in charge of advertising and bringing positive attention to the corporation's products.
Pure PR Produces propaganda and communicates with the press and other channels of media.
Marketing (Tactics) Studies the products of other companies, and keeps track of their prices. Is responsible for helping the company compete with others.
Editorial Staff Produces material for our news service.
Diplomacy Handles treaties, contracts, and other social bonds with other corporations.

Department of Research and Development

Research Responsible for conducting research to invent better products.
Production In charge of productivity and supervises the budget to keep expenses at a reasonable level.
Management of Ships and Equipment Handles the corporation's ships and other equipment. Also evaluates the merchandise in ship purchases. Helps the economy section in the purchase by estimating a ship's "real" price.

Department of Defense

Gamma Ray Our corporate defense and acts as our general security, handles scouting for asteroid fields, new systems, and good production sites. Gamma Ray is also used by third parties under contracts.

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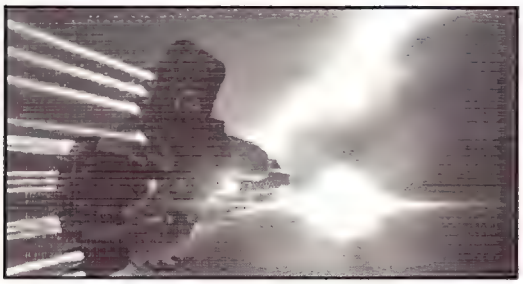
For More Information

For more information, please visit our website (http://mercurialis.net), which is constantly being updated with current news and events at Mercurialis.



Taggart Transdimensional

MISSION

The mission of Taggart Transdimensional is to build a corporation based on a pure meritocracy, which views humans as heroic beings, with their own happiness as the moral purpose of their lives, with productive achievement as their noblest activity, and reason as their only absolute.

OOC (OUT OF CHARACTER) BACKGROUND

The company was formed by experienced corporate executives and long-time gamers to deliver a unique playing experience for all those involved.

Taggart Transdimensional has been handcrafted to work as a real corporation by men and women of practical experience. Strategic adjustments have been made to fit the gaming environment in EVE. Although the laissez-faire economy in EVE is a reasonable facsimile of the real world, the added element of an active military will make a typical real-world corporate structure unworkable.

Corporations must act as a marriage between a megacorp and a country. The company is controlled by two bodies: the cabinet, which acts as the government, and the corporate staff, which works as the producers. The government is the entity that handles foreign relations, defense, and treasury. The corporate staff is the "nuts and bolts" of the operation, where all key business decisions are made and then executed. The two groups work in concert to provide the ideal environment for the focus of Taggart Transdimensional: the rugged individualist.

OOC (OUT OF CHARACTER) PHILOSOPHY

This company was founded by followers of the philosophy of Ayn Rand, a mid-20th century philosopher who is considered by most to be the foremost proponent of a capitalist economy. Her most famous novel, *Atlas Shrugged*, featured a heroine named Dagny Taggart who owned a railroad company called Taggart Transcontinental. The name, obviously, was changed from "continental" to "dimensional" for this environment, indicating both the galactic setting and the breadth of the operations (trading, industry, mining, military, and financial).

Obviously, the corporation is interested in building a pure capitalist system that rewards achievers and motivates entrepreneurship. With Taggart Transdimensional, employees are not faceless numbers meandering within a chaotic org chart, but are instead encouraged to flesh out their dreams with the tools we provide.

The average age in the corporation is about 30, with most people between 25 and 35 years old. This is not at all a prerequisite, but rather a manifestation of our policy to only recruit mature people who have experienced much in life. Our employees understand the difference between a productive corporation and a "guild/clan." We, of course, accept all ages into the corporation, and we assume that those parties interested in working for a corporation such as ours also have the maturity and know-how to fit into our corporate culture.

RP (ROLE PLAYING) ALIGNMENT: CHAOTIC GOOD

Taggart Transdimensional, as a corporation, follows the policy of aligning itself with Chaotic Good. This doesn't mean that every person in the corporation is Chaotic Good, but most are. We have others that sample near that end of the spectrum. We have some True Neutrals, Chaotic Neutrals, Lawful Goods, and Neutral Goods as well, but the corporation, as an entity, always tries to stay firmly on the Chaotic Good path. The descriptions below are borrowed from the classic definitions of chaos and goodness, to familiarize the audience members who aren't accustomed to traditional role-playing alignments.

Chaos, generally, believes in the rights of individuals. Those who adhere to this belief prefer randomness and shun order. While some presume to give orders, Chaotics will rarely take orders except when a) unity is required temporarily to oppose some alternative threat, b) some threat of force sufficient to enforce obedience accompanies the order, or c) the order is something that the Chaotic would do anyway, or at least is something that it would not be sensible to disobey (e.g., if the command is issued with the intent that the Chaotic will do the opposite).

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A Chaotic Good character acts as his conscience directs him with little regard for what others expect of him. He makes his own way, but he's kind and benevolent. He believes in goodness and right but has little use for laws and regulations. He hates it when people try to intimidate others and tell them what to do. He follows his own moral compass, which, although good, may not agree with that of society.

The Chaotic Good Person

- Acts as a rugged individualist
- Keeps his word to any other good person
- Never attacks or kills an unarmed foe
- Never harms an innocent
- Never tortures for pleasure or information; threats may be permissible
- Never kills for pleasure
- Always tries to help others
- Distrusts authority
- Works well in groups, but dislikes confining rules and "red tape"
- Never betrays a friend

THE CORPORATION AT A GLANCE

Companies

Teams of old friends or new friends naturally form around different disciplines and form their own "companies" within Taggart. These companies are then free to work with other companies and divisions within TTI in a free market to produce most profits and act in their own best self-interest.

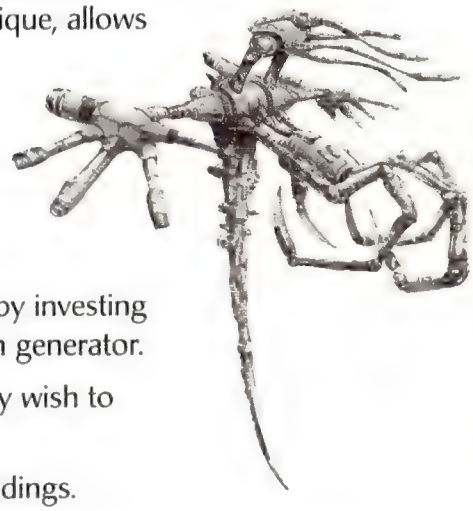
Divisions

Taggart Transdimensional seeks to better serve the universe via complete vertical integration. The main business lines of the company are split between the basic disciplines: mining, industrial, trading, defense, and financial. These five divisions are discussed in depth in the Divisions section. Individuals who do not join a company within Taggart must join one of these divisions, which effectively act as "default" companies that serve the basic needs of the corporation.

Unique Financial Department

The corporation has a broad array of financial services available. More information can be found in our Financial section, but a short discussion of the venture capital arm is described below.

Our financial department enables intra-company venture capital investments. This practice, a fundamental tenet that we feel makes this corporation unique, allows many benefits:



- Any group of employees in the company can approach one of our fund managers and request money for a venture. This money will be repaid pursuant to the terms of the deal.
- Divisions that want a particular project (a mineral mined, a component built, etc.), can attract groups of employees to do so by investing money in this effort. This, in a sense, is an intra-company mission generator.
- Individual employees can invest in as many of these funds as they wish to supplement their income.
- Other corporations can invest in these funds to diversify their holdings.

This system allows for a quick expansion into many areas and gives employees limitless chances to provide missions for themselves.

Here's an example of how the system works: Three employees in the Mining Division may approach Midas, the New Horizons Fund Manager (one of our many fund managers) asking for 200,000 ISK to start a mining operation in the outer rim. Midas will examine employee records and ask many questions to ensure that the money would be well invested. The terms of the deal, such as an equity position or simple interest, are established and the money is lent out. After two weeks (real-life time), the three have successfully set up a mining operation and have made 280,000 ISK. They're continuing to generate revenue from the now-productive mine. They return 240,000 ISK to the New Horizons Fund. The fund then makes further investments and pays out dividends according to its own predetermined schedule.

The company also raises funds from a consumption tax rather than an income tax. The consumption tax is set low enough to ensure that prices paid for goods and services are still cheaper when purchased from within the corporation. Income taxes, in true Ayn Rand fashion, are highly immoral, as they punish success.

FOUNDERS

The character of the company is defined by its founders Ragnar Danneskjöld, Francisco d'Anconia, and Midas Mulligan. Although the corporation encourages individualism, all employees share a common ideology with the three founders. They seek to develop high-level strategy and direction for the corporation while keeping it fun, productive, and professional.

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Details of the background of the three founders remain undisclosed for the time being, but the corporation is based in Caldari space, an indicator of the Caldari heritage of at least some of its founders. Many corporations from other races look to Taggart Transdimensional as a shining example of Caldari business innovations and what can be accomplished with true capitalism, a free spirit, and willingness to look into the future rather than the past.

BUSINESS PROCESS AND FISCAL POLICY

The Taggart business plan is long and extremely detailed. However, we have taken some of the key thoughts behind the plan and summarized them here. We do not expect every member of Taggart to be a complete expert on our fiscal policy, but it is that which does make us unique in our corporate approach. A fundamental understanding is sufficient and it is one of laissez-faire capitalism within Taggart.

The real difference between Taggart and many other corporations is the way money is treated within the company. Several of these entities pool a great deal of their money and then dole it out to those who need it or merit it. That's an acceptable business model. Note that Caldari lore says nothing about fiscal policy, so the percentage of money "pooled" at the corporate level is not under any specific constraints.

This "pooling" is largely done via implicit or explicit taxes. For example, some corporations may choose a 100 percent tax rate where every ISK made goes to the corporation. The corporation then uses the funds to buy ships, blueprints, and other needed items, and then distributes them to different divisions and departments. Again, that is a fine business model and is workable in this game, but it is not what Taggart does. Note that because we leave a great deal of money in the hands of our producers, it does not necessarily follow that there is no corporate control (a common misconception about Taggart).

When individual producers have their own money, in our paradigm, they have the ability to strengthen themselves and their team as they see fit. Like many other corporations, we give teams specific charters. They are free to "pool" their own money within their team in order to best accomplish their charter.

Now that we have explained everything at a basic business model, we will look at the specific example of miners. Our miners are not told to whom to sell their ore or minerals. It is in the best interest of Taggart that they sell their ore or minerals for the highest profit. They can then use that

money to empower themselves or their team with better equipment or whatever they might need. In some cases, an industrial company at Taggart may not be able to match market prices for minerals, even though they may really need those minerals to build something. But we do not act based on need. In fact, we are the polar opposite of the Marxist tenet "From each according their means, to each according to their needs." If our industrial team is unable to pay TTI miners what they can get in the marketplace, they are out of luck and will have to hit the open market themselves to buy the minerals they need. In other words, the industrial teams have a built-in incentive to make enough money to buy minerals from our miners.

A miner, given the choice between selling a load of minerals on the open market for 90,000 ISK and selling it to the TTI Industrial Division for 80,000 ISK knows it is in his best interest to sell internally. The indirect benefits far outweigh the 10,000 ISK upfront delta.

This point leads into our product pricing model and margin analysis. The key is to sell off assets at the highest margin possible. Let's look at the supply chain. The product starts in ore form, moves to minerals, moves to components, moves to trading, and then finally moves to consumer. Now, many big corporations are waiting until a product gets to the "consumer" level to make their margins. However, at Taggart, we allow assets to leave that chain at any time in the process. We have a good idea of average profit margins at different segments along the supply chain (these profit margins fluctuate because the economy changes on a weekly basis), and it behooves the company and the people inside to sell anywhere along that chain where the profit margin would greatly exceed a later profit margin that might drop a significant percentage.

TTI has not yet decided upon a tax rate for internal and external sales of goods and services, but we do plan on it being among the lowest in the galaxy. The money generated from this tax will be used for infrastructure items, such as space stations, defense, and investment money for new or existing teams.

Our business model is one of maximizing cash flow within the company by keeping it near the teams that need it. The low tax policy is designed to spur innovation and maximize the incentives for individuals and teams to earn the money they need in order to augment themselves and their teams as they see fit.

STRATEGY

The corporation has adopted several strategies to help give its employees a competitive advantage. These include a supply chain management program, a mentorship program, and more.

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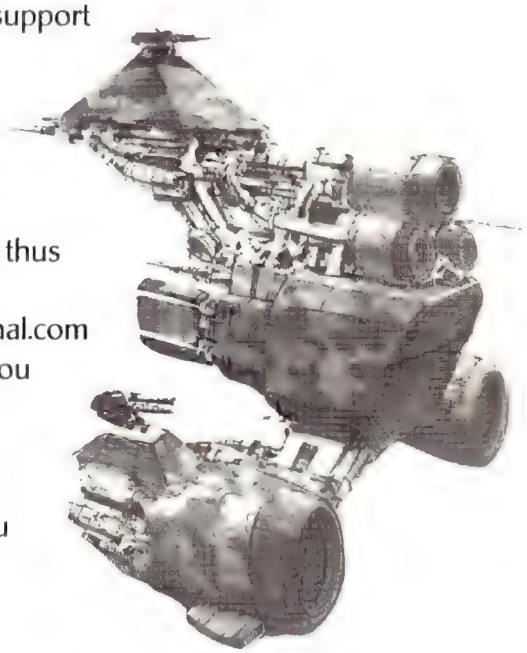
RECRUITING

The company seeks to add like-minded people to our ranks. We seek people with the following qualities:

- Rugged individualists who constantly challenge themselves
- Good sense of humor that makes playing fun for all those around them
- Maturity and self-composure
- Mastery of the English language. Translated: no l33t (Net speak for "elite") kiddies or ever using the word "kewl"
- People who want to carve out a name for themselves in the midst of nameless corporations and individuals that currently populate the horizon

In return, as an employee of Taggart Transdimensional, you receive many benefits:

- Credits for any projects you or a subgroup of employees wish to undertake
- All employees are given company stock
- A well-trained executive board ready to provide professional support for any business inquiries you might have
- Absolutely no income tax, because we believe taxing income is immoral
- Medals, promotions, and awards for exemplary performance
- The chance to run your own venture fund
- An experienced board of directors that knows what it's doing, thus ensuring the future success of the corporation
- A personal email address: yourhandle@taggarttransdimensional.com
- Fellow employees and executives who will get to know both you and your *EVE* character
- Immediate use of our Mentor Program



Most of all, you'll be in a fun group of people who think like you and will do their best to make all of us rich!

RUS-Corp

OBJECTIVE

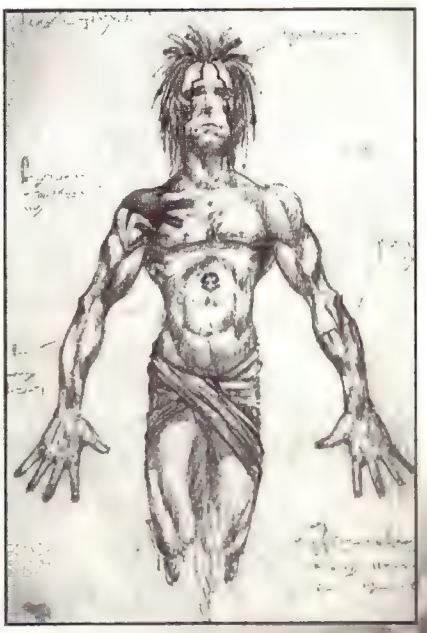
Our corporation is the best in the universe. Our plans to reach this objective are not by military actions, but with controlling key parts of the EVE market and the most valuable asteroid belts. If necessary, we can use weapons to protect our sphere of influence from intruders.

CORE STAFF

Roinin, Chief Executive Officer
At_farel, Co-Chief Executive Officer
Fess, Alex Warm, Industrial Department Officers
Kuzya, Fox, Military Department Officers
Gurenus, Tec@k, Mining Department Officers
Xroft, Kashej, Trade Department Officers

To join us, contact any of the indicated people in-game or though IRC, where you can always find some of our members (all of them have the prefix "RUS" before their nickname).

RECRUITING MESSAGE



Good day, citizen. You've probably already received many great-sounding offers. Some of them promise that the moment you join, you'll get a shiny new frigate or cruiser, a great variety of equipment, or protection. Before you accept one of those offers, think carefully about why anyone would offer such a giveaway. Do you believe that a corporation would just give a ship to anybody or would fly to another part of the galaxy to protect somebody who joins them? The answer is *no*.

RUS-Corp makes no such offer. Instead, we offer something that is more important—knowledge. If you are a newbie, we can answer any of your questions. If you are a mature player, we offer profitable trade routes and asteroid belts with valuable asteroids. But that is not all. Our corporation offers a great advancement system that allows an ordinary player to work his or her way through the ranks, all the way up to CEO. Also, we often organize different events for our members, such as group mining, corporate wars, collective trades, etc.

Finally, we know it's up to you to decide who you will join. But remember that you will always be welcome at RUS-Corp.

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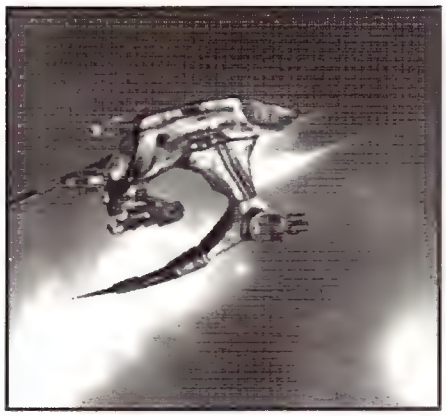
Epiphany

"To be willing is only half the task."



Epiphany was created soon after the Gallente-Caldari war broke out in 23155 AD, prior to the establishment of EVE Standard Time. Pirates flourished in the systems that both of the races occupy—with Gallente and Caldari interests focused on each other, the pirates had little to worry about. They often targeted civilian trading convoys, leaving the guarded military convoys alone for the most part. In 23157 AD, a small band of disgruntled transport specialists, tired of the pirate's activities, formed a revenge squadron. A ragtag group of misfits of varying bloodlines, they fought against their common foes. Before long, they caught on—first as a rumor, then as an urban legend of sorts, and finally, after their skills were honed through combat, as a courageous band of fighters. Their reputation established, others hired them for protection and security through areas of pirate-infested space. A quick payment here, a favor there—soon they began to see a profit. That profit then evolved into a corporation, a corporation symbolically named Epiphany.

The Gallente-Caldari war ended, but the threat by ruthless thugs trying to make a living through violence and intimidation did not. Thus, there was always a demand for Epiphany. The corporation has grown and become self sustaining. It's not simply a mercenary squad anymore, but a corporation with divisions that offer more services to the EVE universe and her inhabitants. Although pirate suppression services continue to be the core of the corporation, Epiphany now has a division for mining and resource management. It also has a state-of-the-art research and development wing, which produces blueprints and produces equipment for sale from more closely guarded blueprints that aren't distributed.

CORPORATE STRUCTURE

Armen Dzhezkov, Chief Executive Officer
XMonkeyx, Mining and Resources Division Commander
Darksoul, Research and Development Division Commander

Journalist: *Some people would say you had a vendetta, a lofty agenda of murder against the less civil members of our society. What do you say to that?*

Dzhezkov: No, not a vendetta at all. We have no personal feelings of angst against anyone in particular. In fact, I wish I simply ran a trade and commerce organization, but the harsh reality is that if I did, I would be preyed upon by unscrupulous thugs. That's why our organization exists as it does, having a solid foundation of security, which we can extend to others who need it.

Journalist: *There are reports of your pilots attacking various organizations without provocation. Granted, these organizations do in fact have a poor track record, but if these reports are correct, doesn't that make your actions just as bad?*

Dzhezkov: Well, those reports are just that, reports. We peacefully leave everyone to their own business unless we are provoked, threatened, or we are paid to perform our function by a client. To be honest, it's bad business practice to attack people in the manner that was suggested. We'd be doing our service for free. It's much more profitable to wait for a client to come to us with a complaint and a payment before we attack someone.

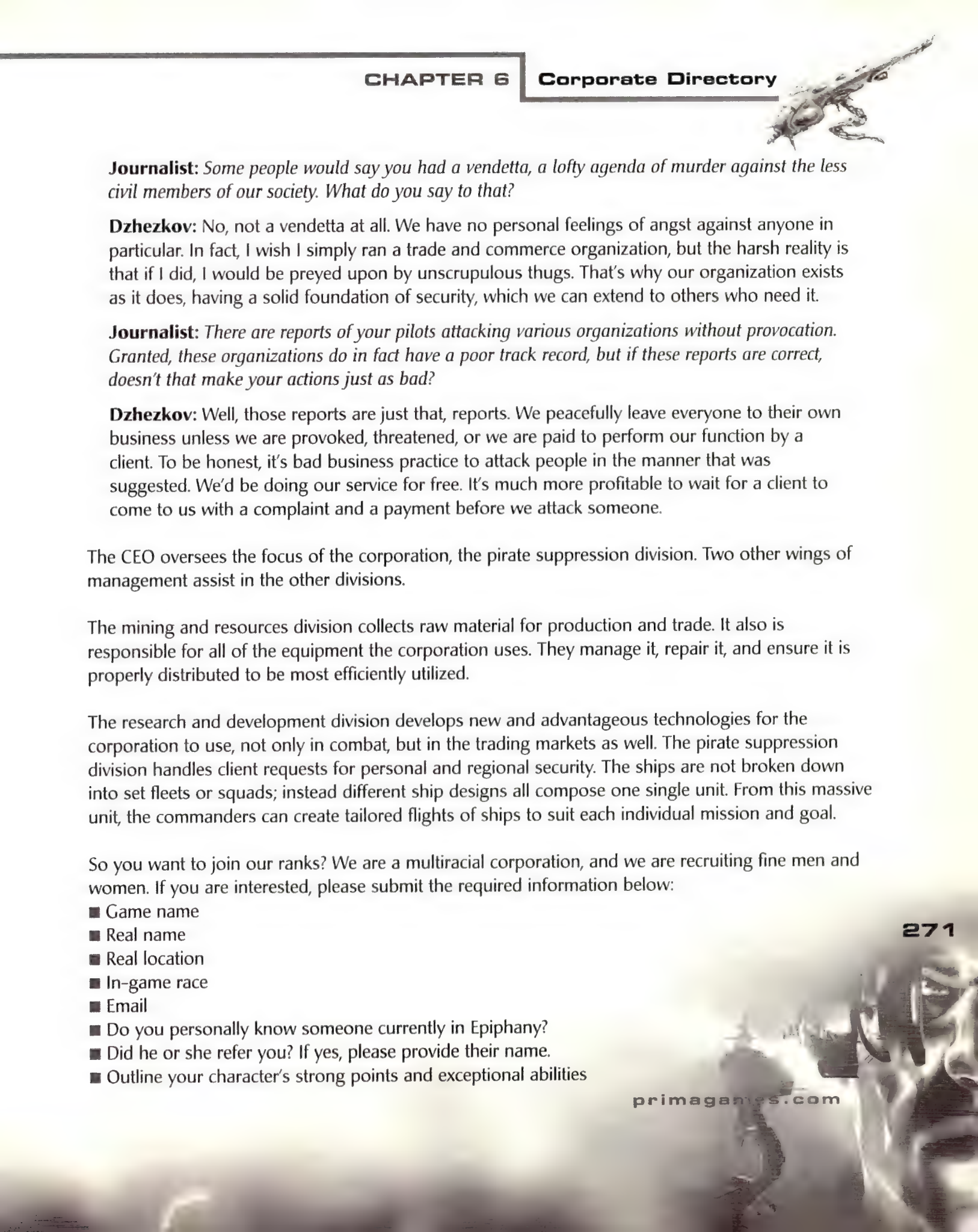
The CEO oversees the focus of the corporation, the pirate suppression division. Two other wings of management assist in the other divisions.

The mining and resources division collects raw material for production and trade. It also is responsible for all of the equipment the corporation uses. They manage it, repair it, and ensure it is properly distributed to be most efficiently utilized.

The research and development division develops new and advantageous technologies for the corporation to use, not only in combat, but in the trading markets as well. The pirate suppression division handles client requests for personal and regional security. The ships are not broken down into set fleets or squads; instead different ship designs all compose one single unit. From this massive unit, the commanders can create tailored flights of ships to suit each individual mission and goal.

So you want to join our ranks? We are a multiracial corporation, and we are recruiting fine men and women. If you are interested, please submit the required information below:

- Game name
- Real name
- Real location
- In-game race
- Email
- Do you personally know someone currently in Epiphany?
- Did he or she refer you? If yes, please provide their name.
- Outline your character's strong points and exceptional abilities



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Please submit the information via email to eveepiphany@yahoo.com, and we will review your application, and contact you. You may be required to submit more information, or you may be given information on how to contact Epiphany in the EVE world. Upon acceptance, you'll go through a 30-day probationary period, during which you'll be given limited access to the corporation.

The hardware and financial support will also be limited until you display the maturity and competence required to be trusted with high-end, expensive hardware. Problem applicants will be weeded out in this 30-day period. All personal, internal disputes will be expected to be resolved in a mature fashion between the two parties. If this does not happen, and the chain of command has to get involved, disciplinary action or expulsion can and will most likely result.

The Ancients Corporation

The elite movers and shakers of the EVE universe, we are the Ancients Corporation. Seen and unseen, our services and products reach every corner of this universe.

We are innovative. We are progressive. We shape the future.

In this ever-changing universe, we stand ready to meet the challenge and provide direction with solid planning and vision, and yet have the flexibility and foresight to adjust to the unexpected.

Time, space, and the universe itself are all variable. The Ancients Corporation is the constant. We are part of your life.

ABOUT THE ANCIENTS CORPORATION

The Ancients Corporation is engaged in diverse operations in EVE. Our divisions range from exploration to mining to trading. The company is based in Caldari State, but branch offices are located in every corner of the universe.

Corporate Stands and Relationships with Major States

Amarr Empire As an Amarrian government–approved and preferred corporation, we enjoy greater access to the Amarrian business market. However, we do not share nor involve ourselves in their political views or agenda.
Caldari State We support our host nation with all possible resources, and enjoy high-level contacts provided by our generous nation.
Gallente Federation Despite past conflicts, Gallente Federation is now our corporation's largest source of business outside of Caldari State.
Jovian Empire We do not have any relationship with the Jovians, but welcome any opportunity.
Minmatar Republic Our official stand with Minmatar Republic is neutral. All business dealings are on a case-by-case basis.

MISSION STATEMENT

The Ancients' mission is simply to be the best. We are dedicated to providing the best possible service and product to our clients and customers; offer a fulfilling and enjoyable work environment for our staff; be a responsive and outstanding citizen in the EVE universe; and earn a healthy return on capital to ensure stability and continuous growth.

DIVISIONS

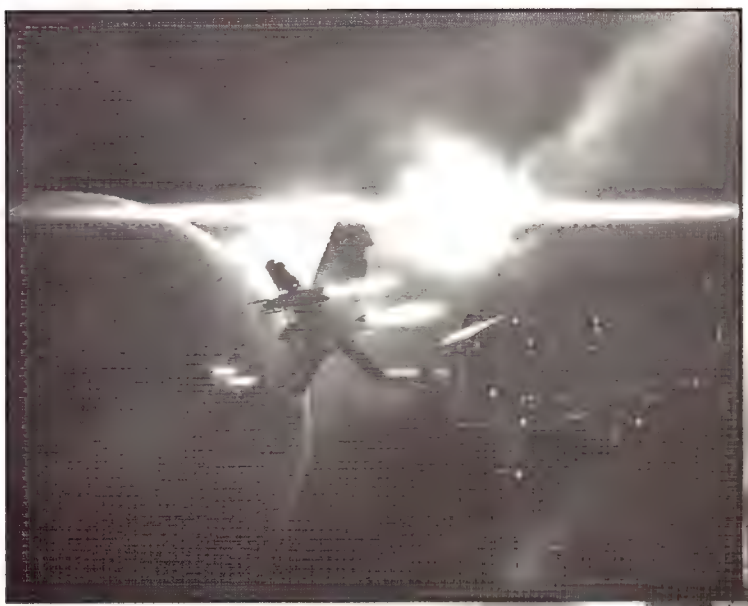
Human Relations
- Financial Management
- Personnel (Recruiting/Training)
- Public Relations
- Station Management

Manufacturing
- Manufacturing
- Research and Development

Mining Operations
- Exploration
- Recovery

Security
- Defense Force
- Intelligence

Trading Operations
- Trading
- Acquisition



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CAREER OPPORTUNITY

At the Ancients Corp, we believe the employees are the greatest resource, without whom the company could not exist.

We are committed to attracting the brightest and best people from all areas of the EVE universe. We continuously seek talented people with diverse backgrounds who demonstrate strong interpersonal skills, teamwork, and an entrepreneurial spirit.

We are a multiracial, equal opportunity company that accepts all races.

Submit a resume to ecallaw@mail.com. Also, check our Recruiting thread on the Official EVE Forum.

BENEFITS

The EVE universe can be a hostile world. Our corporate employees will mutually protect each other. In time, your fellow co-workers will become your best friends.

The corporation will purchase all required items/materials at a 10 percent premium from member employees.

The corporation will sell all available items/materials at a 10 percent discount to member employees.

You will have the opportunity to borrow the latest high-tech equipment and ships from the corporation on a first-come, first-served basis. When the same equipment or ship is requested by more than one individual, merit points determine who gets the item.

New member employees will receive training from supervisors, sergeants, or managers depending on their given field of operation.

Members will have the opportunity to purchase company stock before the public does.

Junior Management, Senior Management, and Executive Officers will receive a salary on the fifteenth and thirtieth days of each month. However, there will be no salaries until the corporation is making substantial profit. The salary will not be substantial, but simply a token of thanks to these people who put in extra time and effort to ensure the corporation's success.

Members will have access to our information database in the Knowledge Center. This is a pool of information gathered by each of our members. There will be many hints and tips. This will be a great resource and save you a lot of time and energy.

CORPORATE RELATIONS

Definitions

Business Partners We actively assist and receive assistance from such partners.
Corporate Agreements A wide range of agreements, from trade agreements to non-aggression pacts.
Undisclosed Corporate Contracts Business services the corporation provides or receives that can't be made public at the request of the client or that are undisclosed by the corporation for security reasons.
Neutral Company A corporation that we recognize, but with whom we do not have any agreement.
Hostile Company Members of such groups are actively sought, pursued, and destroyed on sight. All possible resources will be used to combat such groups in space and in financial markets.

Business Partners

Solar Wind Corporation Business Partner (Full Alliance)

Corporate Agreements

The X-Trading Company Non-Aggression Pact, Trade Agreement, Passage Right of Controlled Space Agreement
SekGen Syndicate Non-Aggression Pact
Omega Corp Non-Aggression Pact

Hostile Companies

Xtinction

CORPORATE DIRECTORY

Board of Directors and Chief Executives

Ecallaw Chairman of the Board and Chief Executive Officer
Cleopatrra Member of the Board and President of Human Relations Division
Anes'Tasia Rho Member of the Board and President of Trading Division
Icesparks Board Member at Large
HenzWing Vice President of Manufacturing Division
Side Vice President of Human Relations Division, Station Management Department
Whisper Chief of Security Operation
Outlaw Managing Director of Acquisition Department
Media Director of Mining Department
Lupus Director of Exploration Department
Kerberos Director of Research and Development Department

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ANCIENT CORP HOME PAGE

http://users.adelphia.net/~ecallaw/home.html

The Endless Corporation

One of *EVE Online*'s oldest, largest, and most notorious corporations, founded December 25, 2001. Our web address is www.endlesscorp.org.

A HISTORY OF ENDLESS

It's difficult to make a buck in the commercial sprawl around the border of Caldari-Gallente space. Eight years ago, Means To An End was a tiny transport services company run by four people. They earned their keep in the world by doing the interstellar equivalent of odd jobs: short-range escort runs, low-yield salvage, and the occasional off-the-record cargo run.

The four men dreamed of prosperity and saved their credits. An escort run was nothing exciting, merely a formality to make the passengers on a transport feel comfortable, or to ward off the rare pirate who dared to enter the high-security region looking for stray cargo freighters to pick on.

Eventually, the four pilots agreed to provide inter-system escort to a transport carrying traders, bankers, and newly trained combat pilots to their new home and workplace at a Kaalakiota star base. The transport *Hvarkann* left its homeport with the four escort frigates traveling in a crisp, almost military formation, and embarked on what was to be an uneventful journey.
Then they all disappeared....

Kaalakiota Corporation launched an investigation into their missing workers with the help of the Directive Enforcement Department. An investigative patrol was sent out to trace the route of the transport, searching for debris. It arrived at the Kaalakiota base without incident or anything of note

to report. No ship debris or salvage was encountered, and reports of the transport being seen seemed to halt abruptly at a specific system. Examination of jump gate records showed their ships entering a gate in one system, and then seemingly disappearing midway, the arrival gate registering no ship arrival whatsoever.

Jump gate records were considered of little use. At the time of the disappearance, one of the stars in the last binary star system the convoy had entered was undergoing an electromagnetically fierce polar shift, but this was not considered a factor. The investigation, having found no trace of the missing ships, was terminated.

FOUR YEARS LATER

Docking Officer Gunnar Haakinen stared pale-faced at the display monitor.

He turned shakily to his manager, who sat at the station beside him, and merely pointed, unable to utter a word. Making their slow approach to the Kaalakiota starbase was a transport and four frigates. The IFF registry marking of the transport was what made the officer's stomach tie up in knots.

It was the Hvarkann!

The transport's disappearance had become a sort of spooky legend traded around the station. Many of the people who vanished with it were younger relatives of Kaalakiota employees stationed there, and after a brief mourning period, people began to speculate what happened. The speculation had continued for four years now, and some of the stories were outlandish to say the least.
Gunnar snapped back to reality, his face already drenched in cold sweat.

The com crackled to life, indicating an open channel from the lead escort frigate. For ten long seconds, there was nothing, as if the captain didn't know what to say...then, the sound of a throat clearing, and a quiet request for docking and unloading clearance.

Haakinen granted it, as his manager leaned to another com console and ordered a security detail to the assigned docking bay.
The ships had to be routed to an enclosed docking bay with an atmosphere, since all the ships in the convoy seemed to have suffered docking hatch malfunction. Upon closer examination, it appeared that the passengers had wanted to seal themselves inside.

As the hatches were pried open, the scene was surreal. The people inside shuffled out in an orderly manner, surprised at the presence of a security detail, and started heading toward their assigned quarters before being told to halt and wait in the docking bay.

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They wore the same clothes they did on the day they vanished, and seemed as if no time had passed. The women still had fresh make-up, the merchants still reeked of cheap cologne. One thing was different, however. The passengers and escort pilots all looked like they had not slept for ages. When told that they were missing for four years, they seemed almost uninterested, as if it was a run-of-the-mill event to simply vanish.

As the passengers and crew were escorted by security to medical facilities for checkups, one of the security officers beamed with a huge smile. He had recognized his younger brother in the crowd of passengers, a brother he had believed was lost forever. The officer broke rank, and ran up to his brother embracing him. In response, the man stared at him vacantly, as if the two had never met before. The officer backed off a step, thinking that perhaps he might have been confused. After all, his brother's face was an old memory by now.

But no, this was his brother. His brother who stared at him blankly with pale eyes, eyes that didn't seem to shine, eyes that spoke of terror and frigid death. The officer halted as the crowd shuffled past him, and remained there, until he was the only one in the now-silent docking bay.

PRESENT DAY

A few people still speculate. A few still have theories, but the universe has more interesting things to be paranoid about. The fate of the *Hvarkann* and its escort didn't seem to catch people's attention anymore, since the ships and travelers had returned. Questions were still asked about their whereabouts for the four years they were missing, but all the people involved insisted they remembered nothing.

There were signs, however, that *something* had happened....

The people had changed. Once they were family members, friends, and socialites. Now, they spoke only to one another. The incident seemed to have forged a strange relationship between all the people involved, so much so that the escort pilots and transport passengers formed a business. Means To An End Transport Services changed its name to Endless Corporation, headed by the original escort pilots. For the most part, the transport passengers abandoned their careers with

Kaalakiota, much to the chagrin of their superiors and families, and became parts of the newly formed Endless. Others chose a different path, with 11 members of the passenger manifest committing suicide within a month of their return.

Most curious of all is Endless Corp's tendency to be places they shouldn't be.

Company frigates have been recorded on extreme-range sensors, observing events such as high-security government mining operations, dignitary convoys carrying heads of state and political leaders, and even SARO assaults on pirate strongholds.

The Endless logo has been seen stamped on papers and dossiers passed between corporate CEOs and admirals in imperial navies.

The strangest report was that an Endless vessel, being tracked for suspected contraband violations by a private investigator, was seen to dock with a large, unidentified ship in wilderness space, and vanished with it into jump-transit. Speculations of government links and perhaps even involvement with the Jove were quickly dismissed as lunacy. Endless simply didn't have a high enough profile to have any sort of pull with governments or nations.

The company still exists, as do its pale-eyed representatives, sometimes seen in pairs or groups at the site of an important event. The careful observer will see them shaking hands with presidents, exchanging hushed words with generals, and mixing with royalty. Eavesdropping on their conversation is futile, as they seem to speak in their own language and almost exclusively with each other. Attempting to talk to them brings a variety of responses, from chilling stares to outbursts of almost psychopathic rage.

But the universe has many more interesting things to worry about than the fate of people who entered a jump gate and never quite left.

More Wonderful Fiction

Stories about the world of *EVE Online* and Endless Corporation by Hellgremlin and other members, former members, and associates can be found on our website. Most notable is Chapter 3 of the Endless Saga entitled "The Unquiet Void"*

*Credits to: HellGremlin

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ENDLESS CORPORATION CHARTER AND POLICIES

Endless Corporation was created for the sole purpose of gaining and extending influence into the fabric of society. We are there when you, the consumer, need to get things done. We are corporate mediators of the highest caliber. We have influence within the world.

Basically, we grant wishes. The scope of our machinations is grand, and as such, must be self-regulated.

Most of our policies are for our members only, however those that concern individuals and organizations outside our boundaries are posted here.

Policy of Reciprocation

We return favors in kind. Endless Corporation recognizes an ally when one presents itself. We value our connections more than anything, be it for our purposes or out of simple gratitude. Likewise, we will return ill deeds to the best of our ability.

Policy of Reputation

Some corporate entities in the universe of *EVE* have clearly stated that their aim is to attack, destroy, and pod neutral pilots for their possessions. Endless Corporation also wishes to make it absolutely clear that this will not be tolerated. Without naming names, Endless Corp states that any pilot or pilots recognized to be from a hostile corporate entity who enters our airspace will be treated as such. Endless vessels will not make the first engagement, as we have no quarrel with anyone unless otherwise chartered.

However, the first combat engagement by one of these corporations will be considered an all-out attack. From that point, vessels belonging to hostile corporate entities will be religiously engaged and destroyed. Their pilots will be slain without question or mercy. This is to ensure that said hostile corporate entity never rises to again threaten Endless, its allies, and its holdings. If an Endless vessel is accompanying a convoy belonging to free agents or other corporations, the convoy is treated as a corporate holding and any attack against it will be met with swift and brutal retaliation.

Policy of Conflict

Inevitably, as is often seen in the world of corporate mediation, an issue will arise where conflicting sides ask us to perform conflicting tasks. In such circumstances, Endless will have little choice but to follow its own interests first, and lend its services to the highest bidder.

Policy of Combat

Endless Corporation's Defense Force, commonly referred to as the "Peacekeepers," is a state-of-the-art military force composed of varied tactical elements, honed to martial precision like a surgical blade, and wielding the power of a sledgehammer. Our pilots are highly trained professionals. Endless Corporation feels that its pilots are an asset, and gives them a wide berth in the rules of engagement. Simply put, while we as a company will always strive to remain on the correct side of the law, we accept that military engagements are a heated affair and that our pilots are aware and responsible for the consequences of combat.

Policy of Alignment

Endless Corporation has holdings within many nations and empires. Naturally, as with all universal companies, our standing varies within the empires and nations of *EVE*. These standings refer to governments and hierarchies, not to individual members of said race:

Caldari State Being a Caldari Corporation, Endless is held in high esteem by many. As such, any business dealings with Caldari companies are conducted with spirits of good will.
The Amarr Empire and Ammatar Freehold Endless Corporation values its honorable friends within the Amarr Empire, and looks forward to many more beneficial dealings with them. The Amarr Empire and Ammatar leagues are held in very high esteem within the ranks of Endless, and we hope to establish more relations.
The Gallente Federation Endless Corporation values its relations with the Gallente Federation and hopes to improve upon them in the near future.
The Minmatar Republic Endless Corp. maintains limited relations with the Minmatar Republic, due to certain elements within it whose business methods conflict directly with our own. As such, dealings will be conducted in a neutral manner.

Also, due to recent pressure from the Minmatar state, as well as a lack of suitable candidates, Endless Corporation regretfully announces that it no longer accepts applicants from the Minmatar Republic.

BUSINESS MODEL

Endless is structured similar to most large "traditional" corporations. The formal name for the model Endless uses is "delegated autocracy." Unlike a standard autocracy, subject-matter authority is

delegated down the tree of command, which in turn shortens the time required for decisions to be made. The only time a line manager needs to go back up the ladder for approval is if the decision to be made involves another group's resources, and then they only need to go to the lowest common manager, not all the way to the top. Otherwise, any line manager has complete authority to make the decisions necessary for him to execute their tactical objectives within their group.

Economically, Endless again uses the typical large corporation model. All assets belong to the corporation, as do all products made or purchased. Employees are compensated based upon the work done, regardless of which division they work in—so just because miners are the ones touching the ore does not mean they make more money than military pilots putting their lives on the line to defend those same miners. Every employee is integral to the success of Endless, and as such every employee is compensated appropriately.

Most of the profits from sales are rolled back into the corporate infrastructure to increase Endless' revenue-generating capabilities, by reinforcing existing lines or by opening new product markets. The rest of the profits are pushed back to the employees as profit sharing. When Endless has an initial public offering, the vast majority of the shares will be held internally, by management and the employees, as compensation for their efforts.

COMMAND STAFF A.K.A. THE HIGH COUNCIL

Mimic Founder
Creeper Chief Executive Officer
Triphammer Executive Officer
Kamikaze Chicken Executive Officer
Seventh Son Chief Operations Officer and Webmaster
Lucifer War Marshal
Mat-Kun Head of Public Relations
Daemon Chief Diplomat
Kleeze Director of Civilian Offices (Industry and Finance)
Lucifer War Marshal
Cusinart Commanding Officer of the Peacekeepers
Shine Director of Military Appropriations

ENDLESS CORPORATION SERVICES

Diplomacy

The Endless Corporation is always on the lookout for business partners and affiliates. We pride ourselves on our flawlessly efficient networking abilities and our universe-spanning web of contacts and relations. Our upper echelon consists of able negotiators and mediators, and we look forward to establishing contact with your organization. To this end, we invite you to the Diplomatic Chambers in our forums.

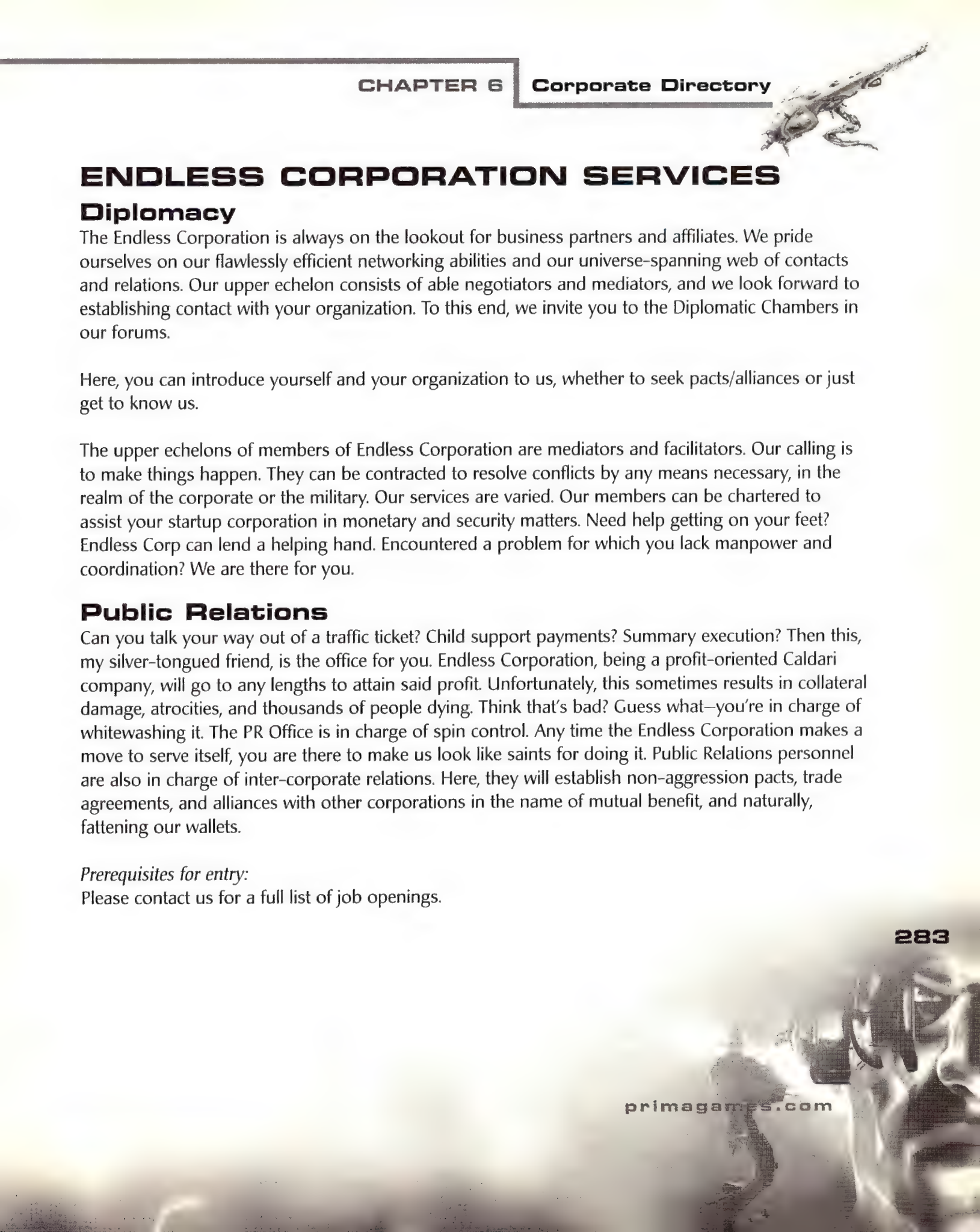
Here, you can introduce yourself and your organization to us, whether to seek pacts/alliances or just get to know us.

The upper echelons of members of Endless Corporation are mediators and facilitators. Our calling is to make things happen. They can be contracted to resolve conflicts by any means necessary, in the realm of the corporate or the military. Our services are varied. Our members can be chartered to assist your startup corporation in monetary and security matters. Need help getting on your feet? Endless Corp can lend a helping hand. Encountered a problem for which you lack manpower and coordination? We are there for you.

Public Relations

Can you talk your way out of a traffic ticket? Child support payments? Summary execution? Then this, my silver-tongued friend, is the office for you. Endless Corporation, being a profit-oriented Caldari company, will go to any lengths to attain said profit. Unfortunately, this sometimes results in collateral damage, atrocities, and thousands of people dying. Think that's bad? Guess what—you're in charge of whitewashing it. The PR Office is in charge of spin control. Any time the Endless Corporation makes a move to serve itself, you are there to make us look like saints for doing it. Public Relations personnel are also in charge of inter-corporate relations. Here, they will establish non-aggression pacts, trade agreements, and alliances with other corporations in the name of mutual benefit, and naturally, fattening our wallets.

Prerequisites for entry:
Please contact us for a full list of job openings.



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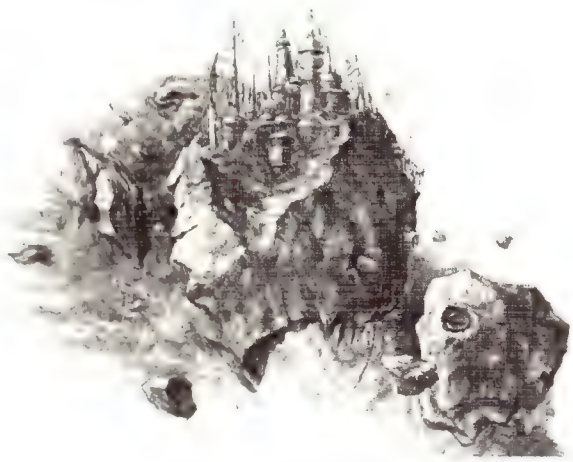
NOTE FROM CREEPER, CEO OF ENDLESS CORPORATION



I would like to thank all of our members past and present for their contributions and companionship, making EC what it is today, an ever evolving fun place to play.

Colossus Technologies Corporation

Founded in 105 EST (EVE Standard Time), Colossus has established itself as one of EVE's foremost ship manufacturers and traders. Colossus is also the fastest growing corporation to date.

Our professionalism and our experience in developing and assisting our customers with a wide variety of ship designs and replacement ship components is second to none. We ship direct from our manufacturing plants to planets and customers everywhere.

We also pride ourselves on our discretion. All information taken from customers and corporations is always under strict user access only, and so you can always have peace of mind. At Colossus Technologies, each and every product is engineered and manufactured to the highest standards of quality and reliability, ensuring complete satisfaction to you, our customer.

"We place our faith in hard work, education and discipline. We prefer free trade and diplomacy, but are not ashamed to use force."

Before applying to join us, please take a moment of your time to read the following statement.

STATEMENT FROM THE CEO

"Hello and thank you for your interest in Colossus Technologies. From this point on you will see the fundamental differences between our corporation and other corporations in the way it is managed. Colossus Technologies prides itself on self-motivation and dedication toward all aspects of the

company, obeying rules is a must throughout and a keen understanding of loyalty to both other members and the CEO is a must.

Our company uses several tools to maintain outstanding advantages—voice communication, instant chat rooms, web based calculators, and member areas are already in place within the corporation. Using these tools is a must. If you feel uncomfortable using such tools, please do not sign up, as they are the basic tools required for members.

Each member of our growing corporation is outfitted with a special task or skill. The company would like a vast variety of skilled members, which includes defense, offense, builders, miners, traders, and negotiators. If you believe you have a skill you can contribute to our company, please sign up. All applications will be considered and a reply will be sent out within 24 hours.

Good luck."
–Night, CEO (Night@ColossusTech.co.uk)

APPLICATIONS

Applications will only be accepted through e-mail for security reasons. Colossus Technologies has introduced a recruiting system, and new recruits are classified as "Trainees" until their acceptance into the corporation has been authorized.

If you are interested in military or science position please send an e-mail to the following:

Military Application military@colossustechnologies.co.uk
Science Application science@colossustechnologies.co.uk

Include the following details:
- Real name
- Nickname
- Contact e-mail
- Nationality
- Skills you think would be useful to our company
- Why you would like to join
- What you wish to achieve

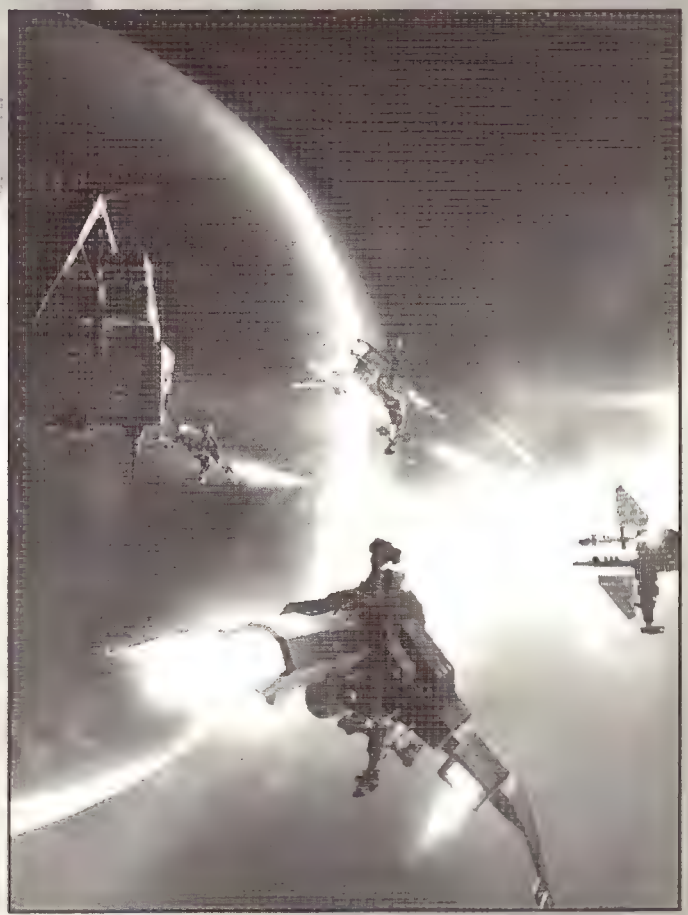
You will receive a reply within 24 hours. Please do not send more than one application, and don't forget we are only human so spelling and mistakes will not count against you. The application process should help us get a general idea of what you are like.

ALLIANCES AND FRIENDSHIPS

Colossus Technologies is a peaceful corporation. We believe it's always good to have people to help with trade, protection, and wars. And above all, it's vital to have people as friends. We work closely with our friends at all times, ensuring fast response times for delivery of goods and ensuring our corporation is a safe place to be a part of.

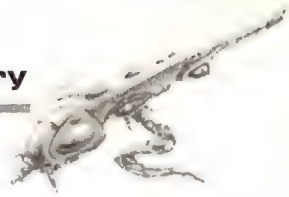
EVE Corporate FAQ, Ver. 1.0

Q: Why should I join a corporation?
A: Because of the way *EVE* is structured, it is very difficult to make any progress as a lone operator. You'll be ripe for the destroying without someone at your back (or at least the threat thereof).



Q: What's in it for me?
A: The mercenary type, eh? Well, it depends on the philosophy of the corporation involved. Some are blood-thirsty, cutthroat, and care for nothing but the "family". Others are more sedate and serene, opting for the more civil and gentlemanly repartee of trade wars, with little or no bloodshed. The key is to pick the corporation that best matches your number of chromosomes.

Q: Are there repercussions for going against corporate philosophy and strategy?
A: Again, that comes down to the



corporation on a case-by-case basis: Some are very strict, hierarchical organizations that will tolerate no deviation from the party line (some can be found in this very book) while others are loosely knit.

Keep in mind that if you don't like the philosophy of the corporation you're thinking about joining, you certainly don't want to end up with some of these behemoths as enemies.

Q: Why shouldn't I just start my own corporation out of the gate?
A: Yes, you could indeed do that and that's a part of the beauty behind *EVE*'s capitalist structure. However, it is strongly recommended that you hook up with a pre-existing corporation if only to see how it's done. You can always leave and start your own shop later—hopefully with a lucrative trade deal from your former team.

Q: I'm getting slaughtered by corporate cartels that have cornered the market in my section of the galaxy. What do I do?
A: Are you familiar with the axiom "if you can't beat 'em, join 'em"? If that doesn't sound palatable, keep in mind that it's a big universe, and there are plenty of places for an aspiring entrepreneur to hide—err—relocate if the heat gets to be too much and you don't want to pay protection money or join their illustrious little band.

Q: Can I be a corporate pirate?
A: If you're asking "Can I pillage in deep space?" and treat that as a proper corporation, absolutely. In fact, that's probably the best route to go in forming a merry band of bloodthirsty buccaneers. At least, it makes profit-sharing and the like more uniform and traceable so that you're not fighting like wild dogs over the scraps from the wreckage of someone's Impairor.

Q: Will I be missing out if I don't join a corporation?
A: Whether the corporation is a benevolent, free-trade-loving oligarchy, or a blade-wielding matriarchal pirate clan it behooves you to join or form one early on. As the game grows and progresses, corporations and the various alliances they foster are going to be the heart and soul of the *EVE* experience. You'll need to at least have the protection of certain corporations or clans as you tumble through space going on your merry way with the wind at your back.

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First Month Free. Internet Play: EVE: The Second Genesis is an Internet-only game, requiring players to connect to the EVE servers via their own Internet connection for which they are responsible. Additional online fees and valid credit card required.
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